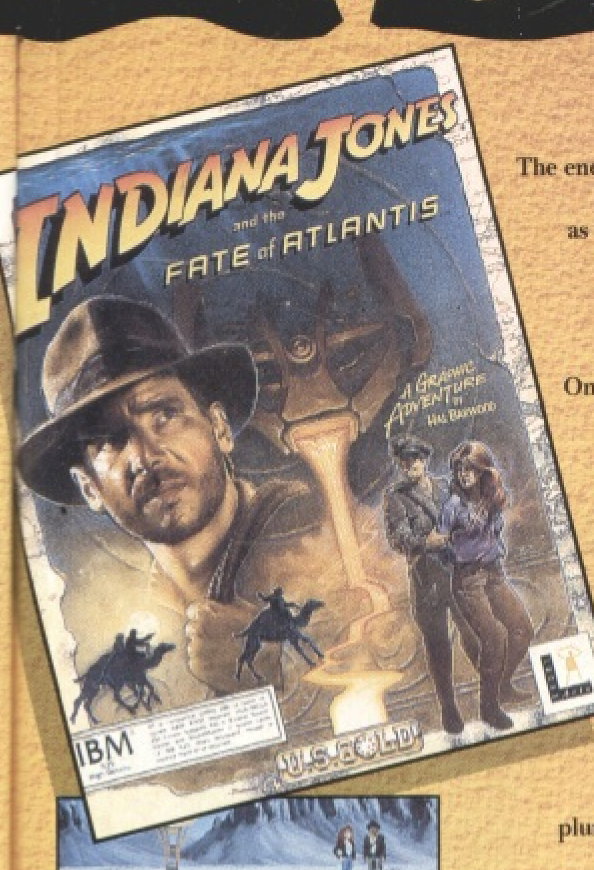

BRITAIN'S BIGGEST & BEST AMIGA GAMES MAG
THE
ONE
AMIGA
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BEST DISKS EVER!
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FINISH
Is it a bird? Is it a plane? No, it's...
SUPERFROG!
Team 17's new platform hero takes to the skies!
THE ULTIMATE GAMES MACHINE?
Commodore's new Amiga 1200 unveiled!
WIN AN A1200!
In our Bill's Tomato Game compo!
REVIEWED! Lethal Weapon, Legends of Valour, Nigel Mansell, Campaign, McDonalds Land, BC Kid, Bill's Tomato Game, Rampart, No Second Prize and many more!
TIPPED! Zool, Wizkid, Putty, Eye of the Beholder 2!
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DECEMBER 1992

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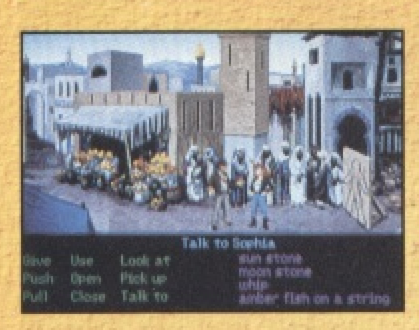
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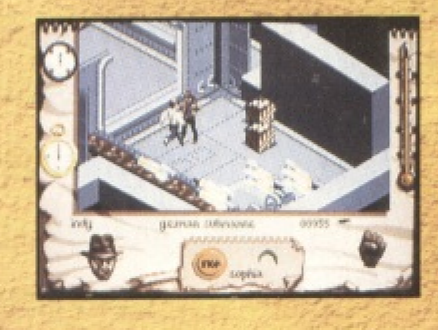
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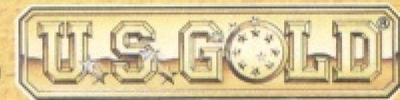




Screen shots are only intended to be illustrative of the gameplay and not the screen graphics which vary considerably between different formats in quality and appearance and are subject to the computers specification.

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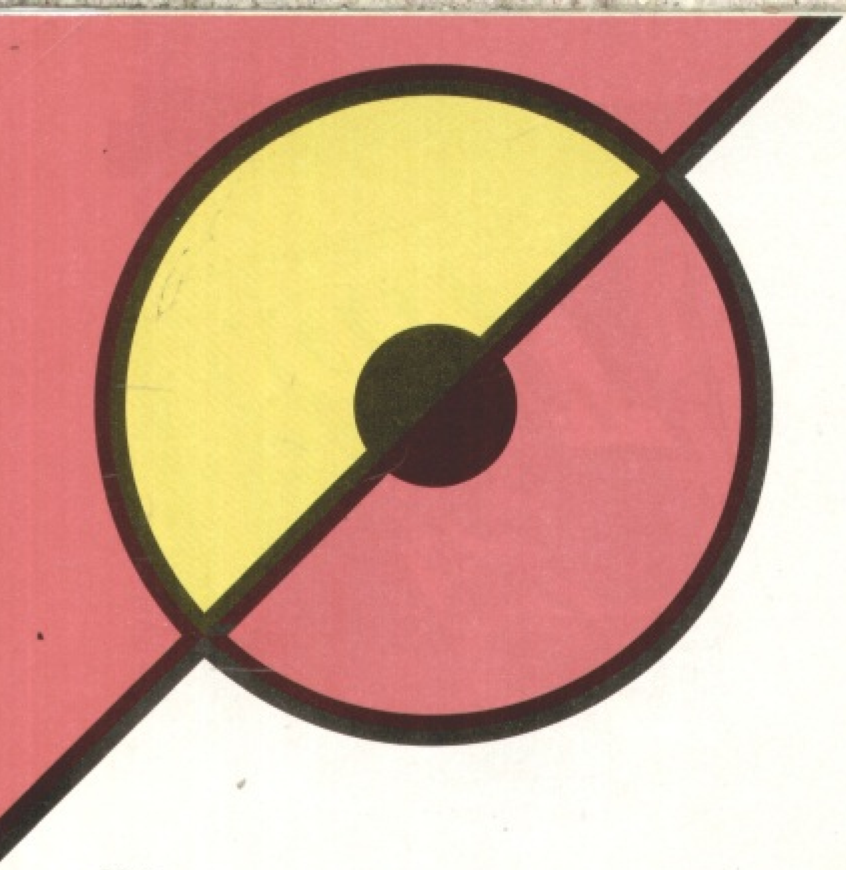
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cont

15 NEWS
What a month! Sensible Soccer V1.1 rears its not-unattractive head and those Lemmings creatures return for more mayhem.

21 LETTERS
Blah, blah, blah, blah, blah, blah, blah, blah, blah, blah, blah, blah, blah, blah (continued on page 21).

25 IT'S ALIVE!
This December's Gamesmaster Live Show previewed. And doesn't it look just great!

28 WORK IN PROGRESS
We've really got it sorted this month on the WIPs front. For starters there's an exclusive look at Interplay's Star Trek game, then Team 17's Superfrog gets a once over and finally Ocean's WWF European Rampage gets the in-depth treatment.

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This month we're proud to present what we believe to be the finest pair of disks ever to grace a computer magazine. Suck 'em and see...



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Design a joystick and win yourself a Cheetah CharacteriStick!

41 THE ONE ON ONE
Richard Joseph, who composed the tunes and jingles in many of today's Amiga hits, is the man in the big black hot seat.

44 A1200 - THE DREAM MACHINE
Last month Commodore finally unveiled the next stage in the Amiga's evolution, and The One was there to find out all about it.

49 REVIEWS
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SUPERFROG....28
Now it can be told. Fresh from the success of Assassin (and just about every other game they've released), Team 17 reveals the true story behind its upcoming amphibian antihero, the red-caped Superfrog!

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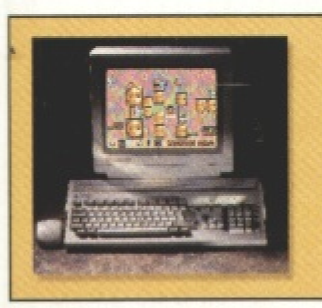
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tents



WIN AN A1200!........94

Yes, your chance to win one of these new wonder Amigas in our great Bill's Tomato Game compo. By the way, don't forget the in-depth feature on the machine on page 44!

86 CHEAPOS!
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94 COMPO! (2)
Count your tomatoes before they're hatched (or something) and win an Amiga 1200!

96 SUBSCRIBE!
We know you'll love this issue so why not get The One sent to your house every month for a year?

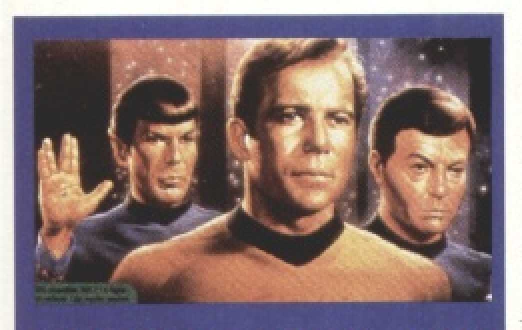
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The usual definitive guides to all the hottest games.

113 PD ZONE
Games!? For free!?!? No, you're not dreaming - it's called PD...

116 DIARY OF A GAME
The saga goes on and on and on...

121 PREVIEWS
Christmas may be soon upon us, but what's out after then?

126 RECOMMENDED
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STAR TREK..33

Interplay's PC classic is coming to the Amiga - and that's official. And guess who's got the EXCLUSIVE first look at it? Yup, you guessed it, so turn to page 33.

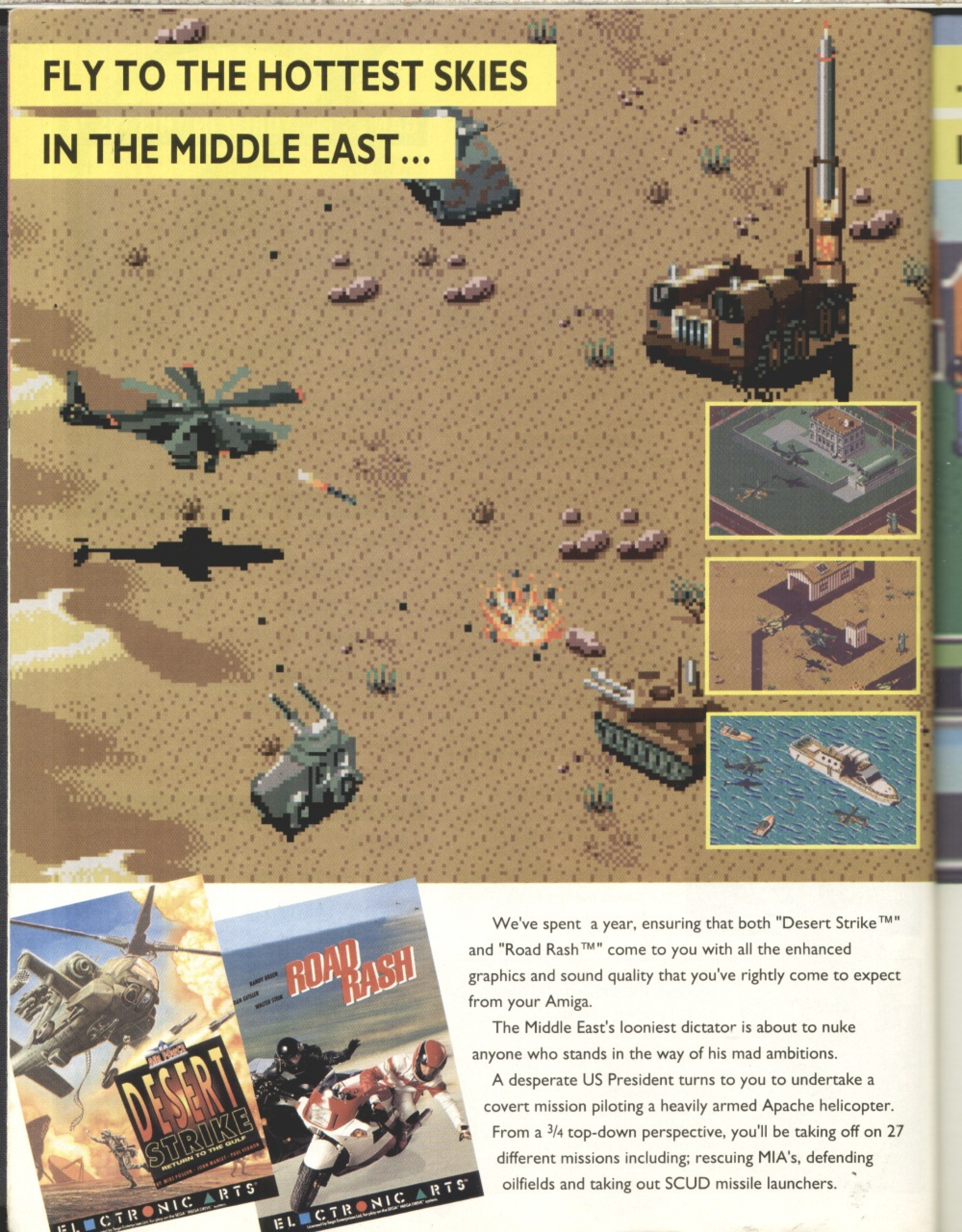


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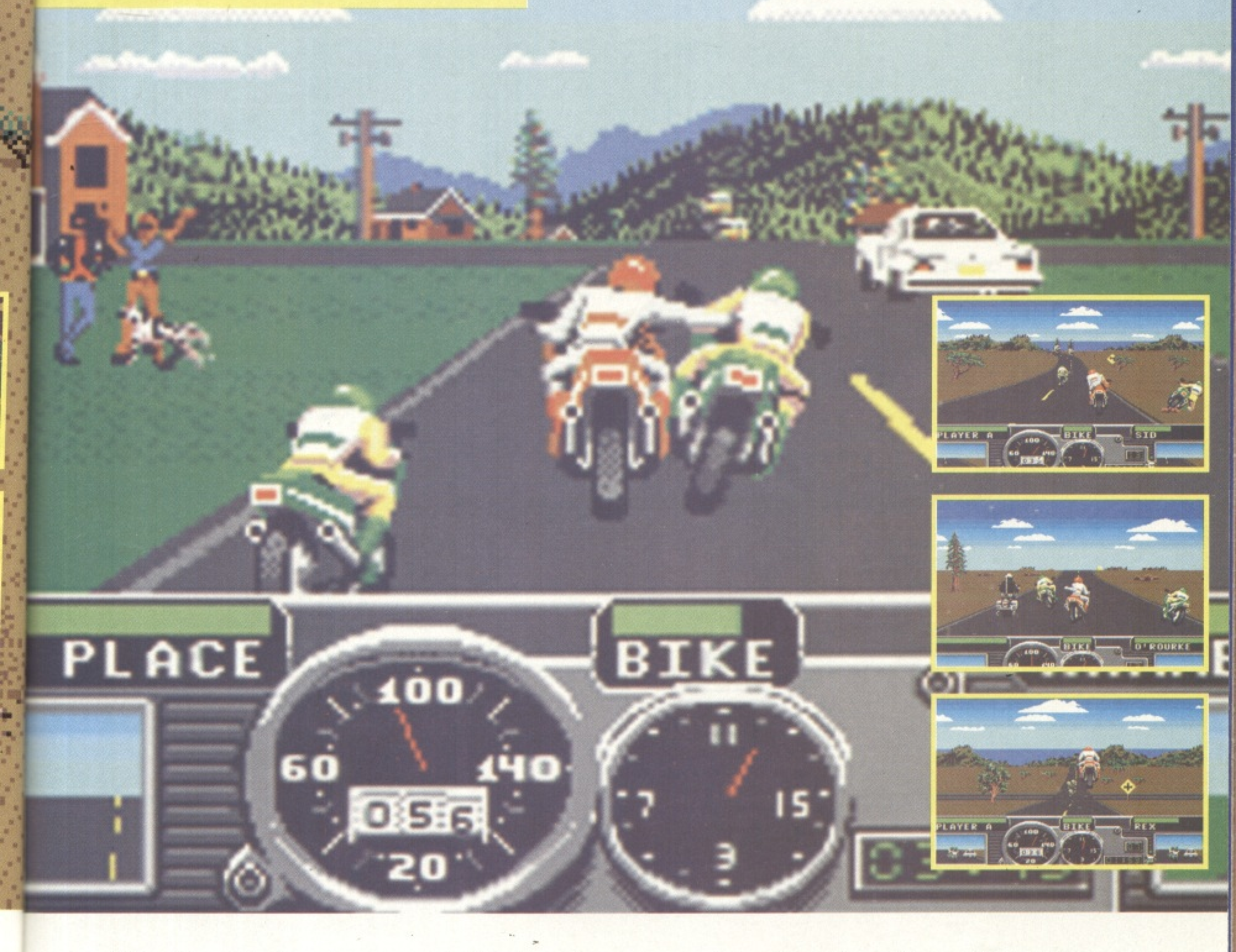
With WWF European Rampage the only game likely to stand a shadow of a chance against the mighty Street Fighter 2 this Xmas, we decided the time was right to do a full Work In Progress on it which, you'll be pleased to hear, conforms to all EEC regulations.

GAMES FEATURED IN THIS ISSUE

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FLY TO THE HOTTEST SKIES
IN THE MIDDLE EAST...
DESERT STRIKE
RETURN TO THE GULF
ELECTRONIC ARTS
ROAD RASH
ELECTRONIC ARTS
We've spent a year, ensuring that both "Desert Strike™" and "Road Rash™" come to you with all the enhanced graphics and sound quality that you've rightly come to expect from your Amiga.
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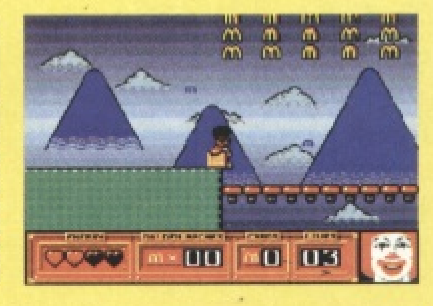
This month's disks contain the best collection of demos you have ever seen. There's something for everyone here, from the fight of the century to amazing motorbike racing - how can you fail to be impressed? You can't, that's how. There's just one thing to remember when playing all these top-notch demos - we had enough trouble fitting them on two disks so imagine what you'd have got if we only had one. Food for thought, methinks. Once again Simon Byron is your host.

BOOT SECTOR



STREET FIGHTER 2
McDONALDS LAND



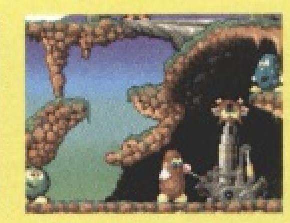




SENSIBLE SOCCER V1.1
1992-1993 SEASON
NO SECOND CHANCE
CREATURES



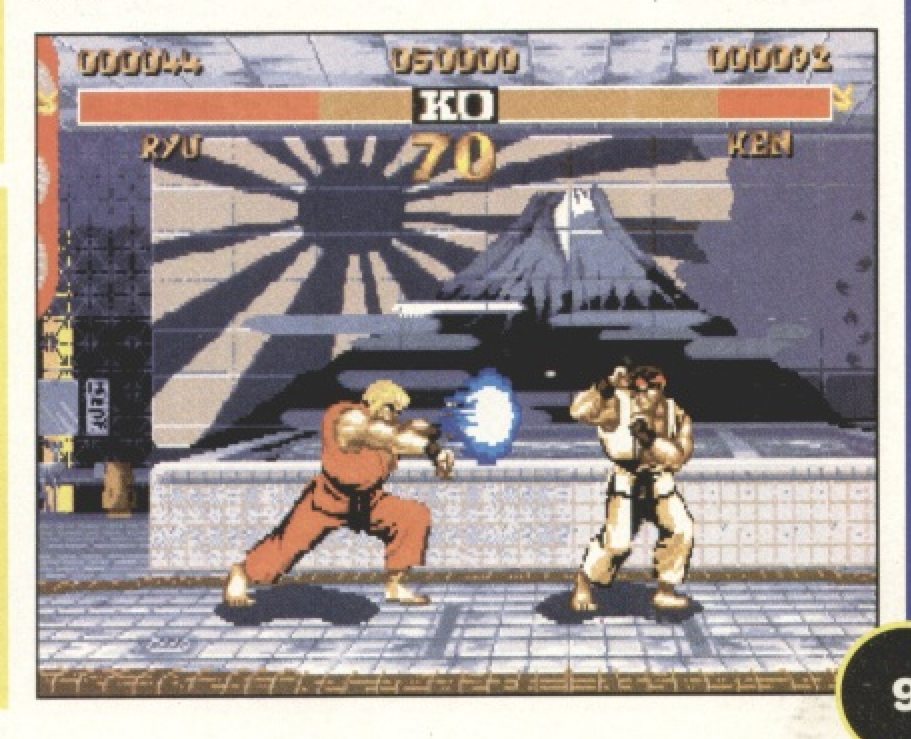


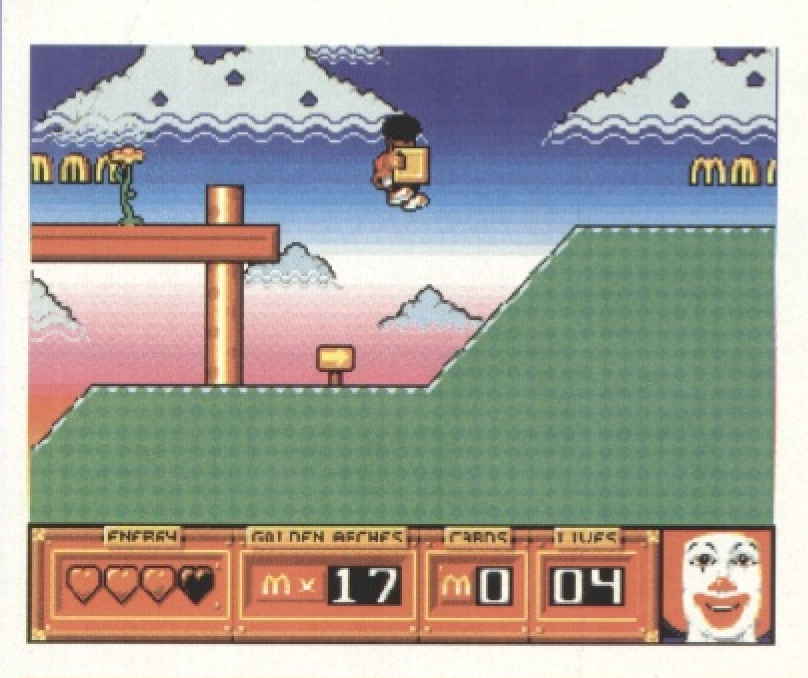


STREET FIGHTER 2

US Gold

You may not be able to play this demo but we decided that because there's so much interest out there on 'the streets', we'd give you the opportunity to see first hand how the hardest game ever is looking on the Amiga. Sit back, put your feet up, sup a cuppa and watch Ken and Ryu argue about who gets to play The One's demo disks first. Unfortunately there's no sound in this demo but rest assured that the finished version will be full up with beefy sound effects.





McDONALDS LAND

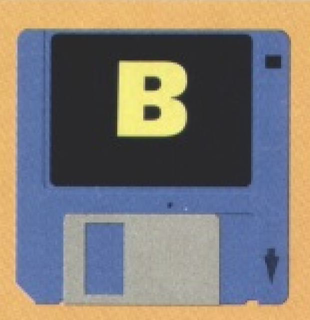
Virgin Games

If you're sick and tired of your console-owning friends trying to ram Mario down your throats, give them this Big Mac to chew on. There's the whole of the first world for you to try in this EXCLUSIVE demo.

IS McDONALDS' COLA OKAY?

Once the demo has loaded you'll need to move the player sprite off to the left of the screen to start the one-player game (the two-player option is only available in the full game). If you wish you can swap between the characters of Mick and Mac by bashing your head on one of the suspended red blocks.

Once you've left this screen, and after a brief animation, you'll find yourself on the level-select screen. You'll need to reach the end of certain levels before the demo will allow you to progress on to the latter levels (i.e. you need to complete Level One before you can try either Two or Three) but you do not necessarily need to find the pass to exit - just reach the finishing line and you'll return to the level-select screen.



SENSIBLE SOCCER V1.1 1992-1993 SEASON

Renegade

You've been screaming for it, so we'll give it to you. Here's the opportunity to try for yourselves the spectacular upgraded version of the most popular game of the year. Red cards, yellow cards, new teams... The list goes on but the most significant improvements are the introduction of the Supagoalies and the back-pass rule. Now, if you attempt to knock the ball back to your keeper, you'll actually be placed in control of the goalie allowing you to either clear the ball with a rather large hoof or dribble it into the opposition's half!

After the blurb describing the game's newer features, you'll be able to select either a one-player or two-player game between Sheffield Wednesday and Lazio. Unfortunately you cannot choose which of the two teams you want to play so in the one-pleyer game you'll play as Sheffield Wednesday. There's no set time limit on the game - it will only end when a goal is scored by either player so if you're playing a friend and you're both rubbish then the potential is there for an extremely long slog.

CONTROLLING THE GEEZERS

The joystick will move the player nearest the ball or in possession of the ball (indicated by the number over his head) and a quick tap on FIRE will pass the ball to the nearest colleague. Holding down FIRE for slightly longer will make the player shoot and you can apply after-touch by moving the joystick in another direction just after the fire button has been released. You can curve or lob the ball with just a simple joystick manoeuvre but there's far too many varying shots that can be performed to describe in detail here so it's probably best to experiment during play.

You can call up a replay at any stage by pressing the R key and you can leave the replay by pressing FIRE. When a goal is scored, a replay will show the goal being scored again in slow motion and you'll need to sit through the intro screen for a few seconds before you can jump back into the game.

CREATURES

Thalamus



Squeezed in at the very last minute comes this one-level interlude from the forthcoming Thalamus release. These screens pop up now and again during the main game and require a keen brain if you're to save one of the fluffy little Creatures from being tortured to death.

In our demo, you must save Chip from the chainsaw death that he's about to be introduced to. The only abilities that our furry friend possesses to stop the ritual is being able to fire little flame blobs (by tapping FIRE) or emit a huge flameball (by holding down FIRE for a few seconds and then releasing it). You control the creature in the standard way by moving the joystick in the direction you want him to travel.

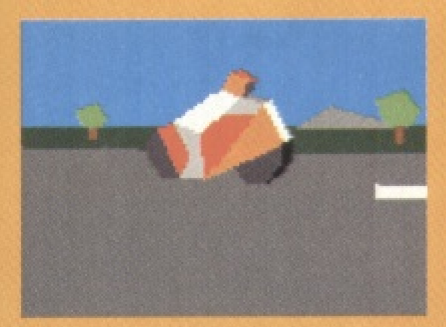
You must work out what to do and in what order to do it. Contact with the various meanies will deplete your lives so avoid them if possible and, remember, you must save Chip before the chainsaw is slowly pressed into his twitching stomach. Remember, Chi['s



Once actually in the game proper you'll find that LEFT and RIGHT will move you in those directions, UP will make you jump and DOWN will make you crouch. Pressing FIRE when standing next to a yellow block will allow you to pick it up. The block can then be used to knock out the cutesy critters roaming around; throw the block in the direction you're facing by pressing FIRE again. Blocks with red gems in them can be used to fill in the invisible platforms; just pass over the platform whilst holding the special block. If you find a boat, just walk onto it to set sail; LEFT and RIGHT will move the vessel whilst UP will make you jump out.

Your task is to find at least four of Ronald's passes (they look like red blocks embossed with a yellow McDonalds 'M') and return them to the Clubhouse. If you manage to do it the demo will end and you'll be able play it all again. Why not try for the full six?

One final point - if you eventually want to reset your computer (which you probably will) you'll find that the demo will remain in the system and you'll need to physically switch of the machine for a few seconds before everything is restored to normal.



NO SECOND PRIZE

Thalion

Knowing you lot as we do, you probably haven't read the glowing review of No Second Prize by Mr Whitta in this very issue yet. I suggest you pop over to the reviews section and have a quick gander at what the game's about.

Ah, you're back, are you? Looks pretty excellent, doesn't it? You would not believe the amazing, wholesome and really rather fruity (Get on with it, would you - Ed.) demo we've managed to put together for you this month (we're still trying to get over the shock of how excellent we are). Basically, what you've got is most of the training option which lets you race five laps around any of the five tracks on offer against either no opponents, one opponent or all five other racers in the smoothest bike simulation yet seen on the Amiga. I bet you're all dying to find out how to go about it, aren't you? Oh come on then.

HOW TO GO ABOUT IT

As soon as the demo has loaded, whatever you do, DON'T PRESS THE MOUSE BUTTON because there's a fantastic intro sequence with rather groovy guitar-type music. The demo will launch into a kind of rolling demo which will give you the opportunity to view the nifty 3D routines that you're about to be playing. When you've finished listening and viewing, tap the mouse button and the main game will load.

When you are presented with the main menu, select Training by clicking on it with the left mouse button. You'll then be asked to select which leather-clad bike-rider you want to play so have a quick butchers at all the participants and their various attributes as these different abilities affect how well you take corners and the like. Select your player by clicking on their face and then the CHOOSE button and you'll be faced with yet more menus. Pick one of the five available tracks (track four is the best to start on as it only has a few tight corners) by clicking on the course and again on the CHOOSE button. If you wish to see more info on the track before finally selecting, then click on INFO before clicking the CHOOSE button.

Choose the number of computer controlled racers, the sensitivity of the mouse (two or three is the best setting for beginners), whether you want manual or automatic gears (manual for novices) and then prepare to race. After a brief loading period you'll find yourself straddling a bike on the starting grid, and after the verbal countdown you'll be off...

HOW D'YA WORK THIS BIKE THING?

Well, it's as easy as riding a bike (yeah, I know it's crap but I couldn't resist it - sorry). The game is MOUSE controlled only which means that whilst it may take a few goes to get used to, after a few laps you'll be taking corners with ease. If you've selected automatic gears then the left SHIFT & ALT keys will be of no use to you as they change the gears up and down.

To see a replay of the last few minutes play, press the keys 1, 2, 3 or 4 which pop up different views. You can then control the playback modes using the arrow keys. RIGHT and LEFT are fast forward and rewind respectively whilst arrow UP and DOWN are to play and pause. To return to the game, press SPACE. P pauses and Q re-centres the bike on the track (stationary and in first gear, unfortunately).

There you go, told you it was easy didn't I? After the race you'll see all the statistics or if you crash you'll see an accelerated time depiction of the final laps which can be exited by pressing ESCAPE and then Y when prompted. When you finish you'll be placed back at the main title screen from where it is possible to do it all over again.



LOADING YOUR DISKS

(1) Whatever you do, don't try to insert both disks together. You may be eager and want to play all the demos at the same time but you can't so just pick one disk and put that in the drive slot on your Amiga.
(2) Turn on your Amiga.
(3) A menu will appear from which selection should be made by pressing the appropriate function key .
(4) There's usually a witty comment here about what you should do when you've finished playing the disks but due to the extremely high quality factor of both our magnetic media there'll be no finish, you'll be playing until Judgement Day.

DAMN AND BLAST AND DAMN AGAIN

Oh, faulty disk, eh? Please accept our humblest of apologies but due to the amount of disks we duplicate there's bound to be at least one duff one and you were unfortunate enough to pick it. Never mind, though, because help is at hand. Just pop it in an envelope with a SAE to the value of 28p and send it to:

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"A hit, pure and simple. Excellent opening animation. Once you've played it you'll be hooked."

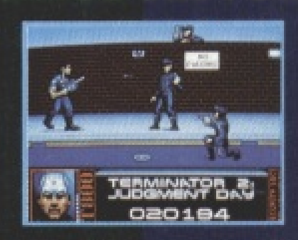


TERMINATOR™ 2



"You'll keep coming back, just like the Terminator itself. Get hold of this one, it's almost as mean as Arnie!"
COMMODORE Magazine
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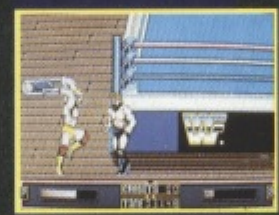
"Variety is definitely the winning ingredient with Terminator2."
COMMODORE FORMAT



WWF* WRESTLEMANIA*



"Where other wrestling games fail WWF succeeds. WWF is more realistic than the real thing and that's official. Brilliant presentation, convincing and colourful graphics throughout, spot on control method makes everything feel perfectly natural - a must for all WWF fans."





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NEWS

OH YES! IT'S LEMMINGS 2!

FIRST LOOK!

They're back, they're bad and they're totally bonkers! Those lovable Lemmings are back at long last in the eagerly-awaited sequel - a game which should come as a surprise for those who were expecting, if we may borrow a phrase from the Pythons, Something Completely Different.

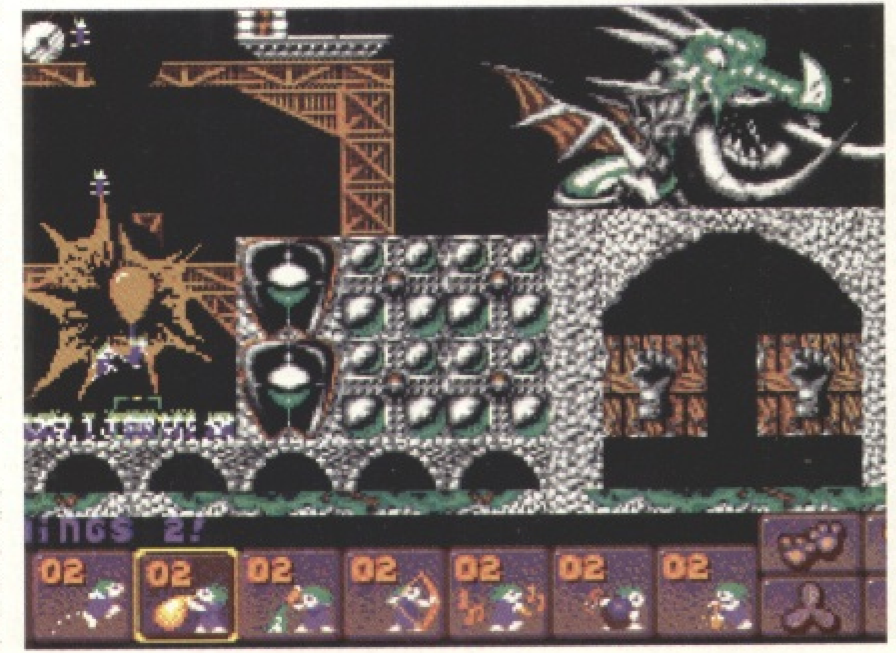
In Lemmings 2: The Tribes (to give the game its full title), the aim of the game is much the same as the original - save the hapless mammals from extinction by guiding them through a series of increasingly-perilous levels towards the exit. To look at, the game doesn't look wildly different - obviously the rumours about bigger Lemmings and other such radical changes were porkies - but the gameplay has been spiced up somewhat, with the major differences revolving around a pivotal change in the game's overall objective.

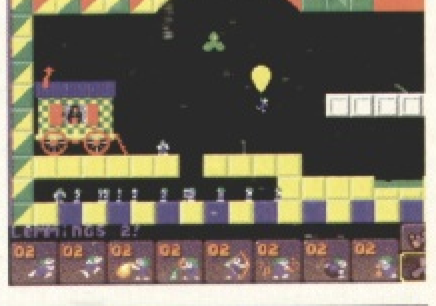
The story behind Lemmings 2 goes that the Lemmings have been split up into twelve separate tribes, each with their own set of abilities and each with their own set of lands to traverse. The object is to get each tribe through their landscapes to collect a piece of a magic amulet and then meet up with all the other tribes at the top of the world's central mountain.

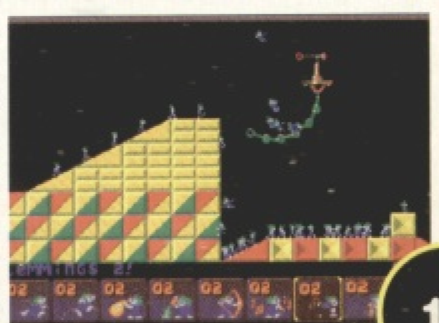
The twelve themed tribes include a circus tribe, arctic tribe and, of course, space-age tribe, and the player can switch back and forth between them at will, which should make for a less linear game structure. There are plenty of new Lemming abilities, so now they can float along on balloons, ski, fire arrows, jump, drop bombs and even play the guitar! They can also fall any distance without getting squished, which should mean less nightmare "Oh no, they're all getting killed" scenarios.

Featuring over 100 levels split over the 12 lands, Lemmings 2 has once again been produced by Dundee-based coders DMA Design, who also have Walker and Hired Guns in the pipeline for next year. It's due for release on the 24th November (which should mean any day now by the time you read this), with a full review in the next issue of The One. Hurry hurry hurry!









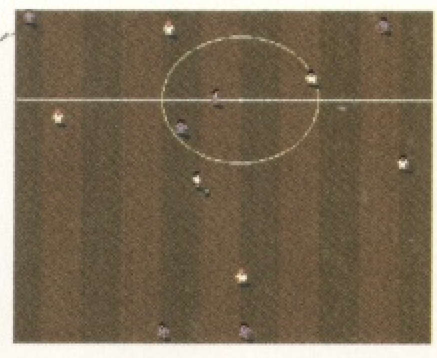


THE BEST JUST GOT BETTER!

It certainly did. Since we first announced that Renegade would be releasing a new and improved version of Sensible Soccer, our phone hasn't stopped ringing - well, it did after we took it off the hook. Suffice to say interest in the new V1.1has been HUGE, which is why we're pleased to finally bring you proper details of the thing now that the game has at last arrived in the office.

Of course, thanks to our utter brilliance, you'll actually be able to get a playable demonstration of some the new version's features thanks to our supremely excellent coverdisk this month. But the full version is a lot more impressive than even our demo can let on! We've decided not to give the product a full review because it's a bit of an odd one, but we had to find an excuse to give it a thorough playtest somehow, so we thought we'd bung it in the news and offer our opinion on all the new features...

NEW GOALKEEPERS
These actually do make all the difference, we feel. In the original version the keepers were pretty inept, letting in some very easy shots and taking ages to recover from diving saves, thus leaving the goal exposed. Some radical recoding now has the keepers not only recovering more quickly, but also catching the ball properly, jumping to pluck it out of the air, punching it away and, when it's just too hard to catch, tipping it either over the bar or away to the side, rather than straight back out into the penalty area where



another striker can have a shot.

However, they've developed some new faults too - they seem strangely susceptible to straight shots aimed near the posts. But at the end of the day, they're a massive improvement and make for a much more entertaining game.

RED AND YELLOW CARDS
These are fun - although in our demo it's difficult to see the full effect of them because you're only allowed to score one goal before the game ends. The strictness of the referee differs from game to game, but all the refs will severely punish obviously cynical professional fouls. Chopping down a player from behind as he races towards the goal for a shot, for example, would earn an immediate red card. It certainly put a stop to some of The One's hatchet-men players, who in the average five-minute game, soon found themselves reduced to eight men and completely unable to defend their own goal! This new addition is a good leveller, and certainly encourages you to think twice before going in studs first.

THE BACKPASS RULE
You generally tend not to see this in action too often, because you don't pass back to the keeper as often as you do in real football. But it does happen occasionally, and it's fun sometimes to control the keeper, running him right down the field with the ball - although there are obvious risks attached. You need to keep your wits about you, however, as accidental passes back to the keeper will switch player control to the goalie, and you can run the ball into your own net by mistake.

NEW SEASON'S TEAMS
Well, this is just one for the enthusiasts, really. Tottenham and Arsenal, amongst others, have been removed to make way for the new teams, like Lazio and Grasshoppers Zurich. In the national league, the CIS has been replaced by independent teams from Russia and the baltic states - Slovenia, Latvia, Estonia, Croatia and the Ukraine. All new transfers have been taken into account (there's no Gary Lineker in the England squad, and Des Walker now plays for Sampdoria for example), and there's a new batch of comedy custom teams, including Chinese Food, In a Pencil Case, a Gamesmaster team and the 1966 World Cup Final squads from England and Germany.

WORLD CUP QUALIFYING GROUPS
A new addition to the Sensible Cup, League of Nations and other tournaments, you can now play through any of the six groups in the current World Cup qualifiers. Will England make it through to Florida in 1994? Here's your chance to find out.

CLASSIER COMPUTER OPPONENTS
Well, so they say - we can't say we noticed much difference in the quality of game the computer gives you, but then we only ever play it in two-player mode, so what do we know?

THE VERDICT
A big thumbs-up from us here at The One - you only have to look at how often the games room is packed full of the magazine staff to

CHOOSE TEAM TO EDIT.

PARTIZANI TIRANA
ANDERLECHT
CSKA SOFIA
SLOV BRATISLAVA
LIVERPOOL
LEEDS UNITED
MARSEILLE
AUXERRE
COLOGNE
AEK ATHENS
PSV EINDHOVEN
INTERNAZIONALE
JUVENTUS
U. LUXEMBOURG
VIKING
FC PORTO
STE. BUCHAREST
SPART. MOSCOW
HEARTS
REAL MADRID
IFK NORRKOPING
GALATASARAY
RAPID VIENNA
CLUB BRUGES
APOEL NICOSIA
BRONDBY
MANCHESTER UTD
SHEFFIELD WEDS.
MONACO
BAYERN MUNICH
VFB STUTTGART
AJAX
FERENCVAROS
AC MILAN
SAMPDORIA
VALLETTA
LECH POZNAN
SPORTING LISBON
UNIV. CRAIOVA
CELTIC
BARCELONA
VALENCIA
G'HOPPERS ZURICH
WREXHAM
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SPARTA PRAGUE
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KUUSYSI LAHTI
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KAISERSLAUTERN
PANATHINAIKOS
FEYENOORD
FRAM REYKJAVIK
NAPOLI
LAZIO
GLENTORAN
BENFICA
DERRY CITY
DINAMO KIEV
RANGERS
ATLETICO MADRID
IFK GOTHENBURG
OK

STRIP

...Top American publisher and developer Interplay has just set up its first UK office in London, with the result that the company will be publishing its own Amiga products (ie not through Electronic Arts) as of January next year. The first three products to arrive will be Star Trek: The 25th Anniversary (see page 33), Castles II: Siege and Conquest and Buzz Aldrin's Race into Space...

...Word reaches us that Team 17 top brass, having just returned from Sweden to oversee production on Superfrog (see page 28), may have snapped up a new development team while they were out there. Negotiations are underway and we have a good idea of who the mystery proggers are, but it might be a bit dodgy to let on at the moment. Suffice to say that they've already written two very good Amiga games...

...Staying with Team 17, we also hear that there's now the distinct possibility of a sequel to Project-X in the pipeline. It's not been officially decided yet, and it'd be a long way off even if it was, but an undisclosed Team 17 source is quoted as saying that it "will close the book once and for all." More news if and when...

TEASERS

...Not too long ago, a little bird told us that a certain major software house was on the virge of signing Lennox Lewis' name to a forthcoming game. The plans have since fallen by the wayside, but now that our' Lennox is one step closer to the World Heavyeight crown, might we see a resurgence of enthusiasm to sign up the Brit Battler? All signs point to yes...

...The latest Stop Press info leads us to believe that the potentially blockbusting Amiga version of Desert Strike is unlikely to make it into the shops before Christmas. January, or maybe even February, is starting to look like a more realistic date...

...Amiga-owning adventure fans can breathe a sigh of relief now that both Lucasfilm and Sierra have recently announced that they'll continue to produce games for the Amiga well into next year. Sierra is even going to the lengths of setting up a UK-based development to handle their future Amiga conversions. Previously, the future of any more Amiga products from both companies looked in doubt, but now it looks like there's plenty more Entertainment USA to come beyond next month's Indiana Jones and the Fate of Atlantis...

...Confirmation of two new licences just signed up by Ocean. The first is the Steven Spielberg dinosaur movie Jurassic Park, which has just finished filming and is due out next Summer. The second is the ultra-violent DC comics character Lobo, created by John 'Judge Dredd' Wagner...

...Did we dream it or did we actually hear a rumour the other day that top rave popsters The Shamen might just be providing the music for Andrew Braybrook's Uridium 2? Nah, surely not...

...Meanwhile, The Sales Curve has picked up the licence to The Lawnmower Man II, which will be released into UK cinemas late next year. It seems that work on the first game has now been scrapped in order to make plans for the new, more ambitious, project...

...Following on from Ocean's involvement with Comic Relief, Virgin Games has announced that it will donate 25p of every copy of Archer Maclean's Pool it sells in the UK to the National Children's Home. So now's your chance to do your little bit for charity...

see how popular the new version is. If you've got the original version of Sensible Soccer and are a fan, you really must upgrade. If you haven't got Sensi - well, there really ISN'T any excuse anymore. You'll be pleased to hear that the new version will be in the shops by the time you read this, and that Renegade are now upgrading disks for existing users - call them on (071) 481 9214 for more details.



BE GENTLE WITH ME



Hornby Hobbies, better known for its R186 Signal Box and handheld video games, has made a break into the Amiga hardware market with a new super-sophisticated joypad controller.

The American-designed Turbo Touch 360 controller bears a striking resemblance to the Sega Megadrive joypad (indeed, it works on both machines) but has one rather interesting difference. Rather than the eight-way control pad resting on a rocker mechanism as usual, the Turbo Touch's pad doesn't move at all - it's a flat, touch-sensitive metal plate that responds to the slightest pressure. The idea is that the pad allows for quicker on-screen response and also eliminates 'numb thumb' - an affliction suffered by joypad users where extended playing sessions cause big horrible blisters. Interestingly enough, however, the "Higher scores or your money back" guarantee that accompanied the US model has been withdrawn for the controller's UK release.

Operated with some success (remember, we're not used to joypads) in test runs here at The One office, the Turbo Touch should be in the shops in time for Chrimble, priced around £20. Why not ask your Granny for it?



SILICA GETS ZOOLY

If you're not already the proud owner of an Amiga, we've got two things to say. First of all, what on Earth are you doing reading this? Secondly, there's never been a better time to get out there and snap one (or at least upgrade to anew one) up now that Silica Systems has a top bundle offer in store.

The new Zool pack is free with any Amiga (A500, A600, A1200, A1500 and CDTV Multimedia packs) bought from Silica's stores at the moment, and comprises over £127 of top software. You get Zool (of course), 21st Century's Pinball Dreams, Rage's Striker and some word processing thing called Transwrite to keep the sprocket-heads happy (well, as happy as they'll ever be). And... erm... that's it. So if you've plans to upgrade your Amiga, why not cadge some top software into the bargain? Come on - you know it makes sense.

Charts

Month Ending 28th October 1992

FULL-PRICE TOP 40

1 ZOOL (Gremlin)
2 LOTUS III (Gremlin)
3 ASSASSIN (Team 17)
4 SENSIBLE SOCCER (Renegade)
5 FIRE & ICE (Renegade)
6 SILLY PUTTY (System 3)
7 PROJECT-X (Team 17)
8 BEAST III (Psygnosis)
9 LEGEND OF ISHAR (Silmarils)
10 MONKEY ISLAND 2 (US Gold)
11 OH NO! MORE LEMMINGS (Psygnosis)
12 MINI OFFICE II (Europress) Eh?
13 LURE OF THE TEMPTRESS (Virgin)
14 JIMMY WHITE'S WHIRLWIND SNOOKER (Virgin)
15 CIVILIZATION (Microprose)
16 THE AQUATIC GAMES (Millennium)
17 WIZKID (Ocean)
18 FORMULA ONE GRAND PRIX (Microprose)
19 SPACE CRUSADE (Gremlin)
20 EYE OF THE BEHOLDER 2 (US Gold)
21 TRODDLERS (Storm)
22 THE GAMES ESPANA 92 (Ocean)
23 PGA TOUR GOLF + (Electronic Arts)
24 MANCHESTER UNITED EUROPE (Krisalis)
25 PRO TENNIS TOUR 2 (UbiSoft)
26 KNIGHTS OF THE SKY (Microprose)
27 DYNABLASTER (UbiSoft)
28 LOTUS 2 (Gremlin)
29 DAS BOOT (Mindscape)
30 MEGASPORTS (US Gold)
31 ASHES OF EMPIRE (Mirage)
32 STRIKER (Rage)
33 CRAZY CARS III (Titus)
34 THE MANAGER (US Gold)
35 A320 AIRBUS (Thalion)
36 GRAHAM TAYLOR'S SOCCER CHALLENGE (Krisalis)
37 ALIEN BREED (Team 17)
38 SPECIAL FORCES (Microprose)
39 PREMIERE (Core Design)
40 AIR SUPPORT (Psygnosis)

BUDGET TOP 20

1 LOTUS ESPRIT TURBO CHALLENGE (GBH)
2 PANZA KICK BOXING (Kixx)
3 DIZZY PRINCE OF THE YOLKFOLK (Codemasters)
4 TREASURE ISLAND DIZZY (Codemasters)
5 F-16 COMBAT PILOT (Action 16)
6 FALCON (Action 16)
7 SUPERCARS 2 (GBH)
8 CAPTAIN DYNAMO (Codemasters)
9 POPULOUS (Star Performers)
10 NORTH & SOUTH (Action 16)
11 JAMES POND (GBH)
12 MAGICLAND DIZZY (Codemasters)
13 BLADE WARRIOR (Mirror Image)
14 SWITCHBLADE II (GBH)
15 GOLDEN AXE (Tronix)
16 BATMAN THE MOVIE (The Hit Squad)
17 FRANKENSTEIN (Tomato)
18 TURRICAN 2 (Kixx)
19 JACK NICKLAUS GOLF (GBH)
20 FANTASY WORLD DIZZY (Codemasters)

The One's monthly Amiga charts are compiled by Microbyte.













At 19.07 on the 5th of May 1980 John Dellow of the Metropolitan Police signed a document passing control of the Iranian Embassy siege to LT. COL H.M.Ross.

He sent in three, four-man teams (Sabre teams) of 22 S.A.S, the rest is history.

For many the S.A.S are the black-clad rescuers of Princes Street depicted by the B.B.C as the pictures of the last minutes of the siege were relayed live around the world.

We as mere mortals can only wonder at the exploits of this most professional and highly trained fighting force as officially it does not exist.

This simulation is based on the information that is available and is produced by people who have a great deal of admiration for the people they will never know.

AMIGA 1 meg only
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ATARI ST 1meg only
£25.99only
IBM PC
£34.99





Letters

Did you know that we're incredibly lucky? Some people have no friends at all and spend their lives trying to meet some mates or something. But not us, oh no, we're positively overwhelmed by the number of letters we receive every month. Unlike other mags, we like to think we have a special close-knit relationship with all our readers - it's like one big happy family, don't you think? If you want to have a natter with yer old The One, then the address to write to is: Letters, THE ONE, Priory Court, 30-32 Farringdon Lane, London, EC1R 3AU. Oh, and you can Fax us as well (well, not 'as well' - one or the other will suffice) on: 071 972 6710.

HYPED TO EXCESS?

Dear The One,
Whilst reading the November issue of your magazine, I was disappointed by the lack of an overall score for the flight-sim compilation, Head to Head. I would be much obliged if you would print the score awarded to this promising budget package.

Also, I would like to ask the staff at The One if they agree with all the hype concerning Zool. Being a dedicated 16-bit gamer, the prospects of a 'Sonic-beating game' excited me tremendously and subsequently I bought the game full price at the first opportunity I could. In doing so I feel great regret as, to me, Zool is no more than an average platform game.

I feel this is one of the many examples of The One rating a game on the hype surrounding it rather than its actual qualities and I have no doubt that this will be the case when US Gold release Street Fighter II. I feel that if The One started to review games on whatever qualities they had many disappointments such as those felt by me could be avoided.

John-Paul Farr,
Glasgow.

Firstly, the overall mark for Head to Head was 82%, we apologise for the inconvenience caused by the error on that particular page - heads (no pun intended) have duly rolled. As for the other point, well, I think your comments are fairly unjustified. Sure, we gave Zool 87% - a respectable mark for what is, undoubtedly, a fine game but if you compare our marks to those awarded by the other magazines you'll see that 87% was probably the lowest mark it received. How can you accuse us of hyping it excessively when others have marked it far higher? We will evaluate Street Fighter II when US Gold present the game for review - but have no doubts that we pay no attention to any 'hype' when reviewing a particular game. Our opinions are strictly our own, as they should be.

ICE, ICE HOCKEY

Dear The One,
I was wondering whether, as Electronic Arts have converted John Madden and Road Rash from the Megadrive and have plans to convert Desert Strike, they'll also convert EA Ice Hockey? I have played this game on my mate's Megadrive and thought it was excellent.

Darren Tyler,
Stafford.

We rang up EA and a spokesman said "We're thinking about," if that's any help to you (which it probably isn't).

BAD BINDING

Dear The One,
When I tried to pull out this month's Kill Zone it wouldn't come out, so I gave it another tug and nothing happened. I wasn't going to give up the battle but with the next pull I ripped the section into three pieces and there was still some of it left in the magazine! So now I'm a Kill Zone short and very cheesed off! Could you please do something about this.

Ben Jell,
Darlington.

Oh dear, you want to calm down slightly. The reason you can't pull the Kill Zone out is because we have now gone perfect bound - something which, judging by the response we've had, most people are extremely pleased about. This method ensures that the magazine lasts longer in a better condition and, of course, the cover should no longer up and leave, so to speak.

A SLIGHT DIFFERENCE OF OPINION

Dear The One,
Keep up the good work, I think your mag is brill. Anyway, on to business - I was reading another magazine (shame on me!) when I noticed that they gave Jaguar XJ220 98% when The One gave it 85%. Okay, I know different people like different games but how come theirs is such a difference in ratings and who should I trust?

James Grant,
Brentwood.

You have to admit that for a game to receive 98%, it has to be exceptionally good. Jaguar was a good game,

there's no doubt about that but 98%? We don't think so. Magazines which mark like that should not be trusted and you're better off sticking with our honest and strict review policy.

FUNNY FOOTY

Dear The One,
I am writing about Stephen Paul's letter on Sensisoccer 2. I agree with all his points for improvements but I have my own. Firstly, when a player becomes injured I think a person should rush onto the pitch and treat him. Whilst this is going on, the other members of the team should start beating the living daylights out of each other. Then, if a player is too injured to carry on, an ambulance should come on and the player should be placed on a stretcher and carried off in a medical vehicle. Secondly, you should be able to do a diving header, hit the goalkeeper and knock him into the crowd. Thirdly, when the team score a goal they should all crowd round the man who scored and then climb up onto the fences and wave his arms around.

Lastly, Leeds United are smart and should be at the top of the Premier League, followed by QPR then Blackburn Rovers. Please pass these points onto Sensible Software and tell them I can't wait for Cannon Fodder.

Mark Rigby,
New Longton.

Well, all I can say is I'm glad I don't play Sunday League football against you, next suggestion, please...

AND AGAIN

Dear Bunch of Scruffy Herberts,
Firstly, here are my ideas for Sensible Soccer 2. Offsides with linesmen waving a little flag, more kicking styles (such as overhead licks and little chips), a trainer running on to treat players or stretcher them off, weather conditions (rain, snow and gales), two players to be able to play on the same side against the computer, four players to be able to play at the same time, named players on the ball, sampled speech and finally, players should run a different speeds.

Could you possibly do a feature on the new Amiga 1200? including its capabilities and if it will run previous software.

How can piracy be stopped if everyone at my school pirates games and couldn't give an apple-pie?

Lastly game releases. Do you have any clue if/when Graham Gooch Cricket will ever come out? And why has it taken so long? Also is anyone going to make a decent wrestling game - maybe converting the Wrestlefest coin-op.

M. Jones,
Hullbridge.

P.S. Ricky Young has got a big head.

Thanks for your Sensible Soccer suggestions and the rest of your opinions. As for Graham Gooch Cricket, well, we're as much in the dark as you are, unfortunately. Thanks also for the 1p, we duly spent it on various consumables.What we really want to know, though, is who is this Ricky Young chap? What has he got to say about the Mr Jones' big head accusations? Ricky, we're waiting for your reply.

STAR LETTER

PIRACY HEADING AHOY!

Dear The One,
Lots of people copy games and I know friends at school and people outside of school who have vast collections of pirated games. Not only does this cheat the games companies out of money but it also cheats the pirates themselves because a lot of copied games are hard to play without the instructions and so the game is played for a few days and then put to the back of the disk box, never to be played again. This is a waste of disks and good games.

The main damage that pirating does is that it cheats the games companies out of the money they are due for producing the game in the first place. This has two effects: first, if the game producing companies have less money then they cannot produce decent games and, secondly, the companies are getting fed up with pirated games cheating them out of money and so they have moved over to the consoles. This means there will be less software to support the Amiga in the future.

A possible example of this abandonment of the Amiga can be found from LucusArts Entertainment. I heard that Indiana Jones and the Fate of Atlantis is the last game they will be producing for the Amiga (is this true?) and from then on they will concentrate on the PC market for adventure games.

The fact that the games programmers are leaving the Amiga seems not to be common knowledge as the pirates all go on producing pirated games, sometimes even before the games have been released. Over the weekend I went to a car boot sale and there was a stall selling copied games such as Zool, Premiere and Dojo Dan. Because these games had only just been released this proved that the stall holders had professional contacts who pirated games and supplied them to these people which, in turn, proves how readily available copied games are.

I myself have only original games now, although in the past I have used copied games. Original games are so much more fun to play than copies and it makes sense to buy the original games. So if anyone is thinking of buying a game then they should buy it from the shops as an original and not get copied versions. If they don't then there may not be any games left in the future to support the Amiga and great programming teams like the Bitmap Brothers and Core Design may move over to the consoles.

I would like to see more information about the effects of pirating games on the computer games industry in the computer magazines so that people can be persuaded not to pirate games.

Stuart O'Neill,
Tamworth.

Well, Stuart, there's no doubting that pirated games harm the industry but no matter how many letters like yours we receive, people will continue to do it. The facts are there for all to see; if the problem does not improve then the market will indeed die and companies will turn to pirate-proof console software to earn their money (as is already starting to happen in some instances). I seriously think that you should report the vendors at the car boot sale to FAST and prevent this sordid trade from continuing. Oh, and by the way, LucasArts recently pledged their support to the Amiga and will continue to release games for it. Oh, and Stuart, change your printer ribbon, will you? Your printout looked a right mess!

SENSIBLE SUGGESTIONS?

Dear The One,
I'm really looking forward to Sensible Soccer V1.1 and I think that there are plenty of other decent games out there which could do with a touch of the 'upgrade' treatment.

Take Space Ace 2, for example, there are many features missing from the original game that could be implemented in an upgrade, the most important of which would be some actual gameplay. The same applies, of course, to the rest of the series including Dragon's Lair, and of course, Guy Spy.

What about an Another World V1.1 in which they could feature a decent end-of-game sequence which explains exactly what happens to the hero after he sails into the distance? The one they've got at the moment is worse than the ending to The Empire Strikes Back (and that was bad enough).

I could go on for a lot longer, and, indeed, I'm going to. Take Epic (or, rather, not, as the case may be). They could take out that stupid cheat mode for a start. As it stands a one-armed baboon with a sight defect can complete the game (which, that flaw apart, isn't really that bad) in an hour or less.

Finally, how about Midwinter 2? You could add a bit of trading and interaction with a few people, then repackage it and call it something different like, oh, I don't know, Ashes of Empire or something.

Right, I'm going now that I've got that off my chest.

R. Hall,
Twickenham.

Well, R., you certainly spent a lot of time thinking about this. Have you really got nothing better to do?

DESPERATE

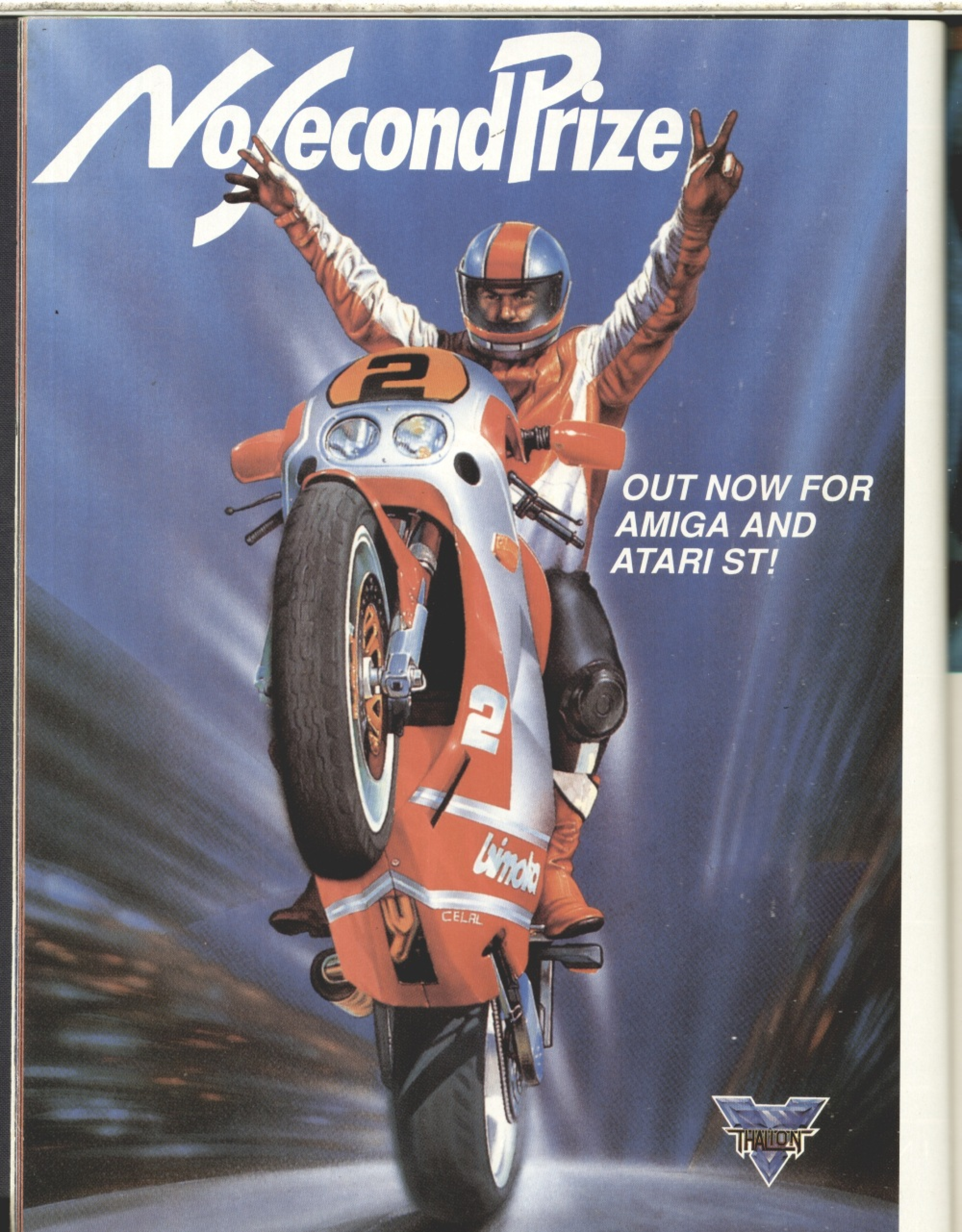
Dear The One,
Street Fighter II has to be one of the best arcade games to have appeared over the last few years. Seeing as how it's being converted to the Amiga I have a few questions. Will US Gold be releasing a special six-button joystick to simulate the arcade cabinet's controls? Is it as good as the Super NES version? Does it look good? Are all the special moves in there? And, finally, when does it come out?

Lee Michaels,
Bradford.

Oh God, not Street Fighter II again. The answers to your quezzies are: No, Possibly, Yes, Yes, Soon (but not necessarily in that order).



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Edwin Sax painted three great masterpieces with a magical paint box he aquired from a wizened old man. On finishing the last one he was dragged inside the bizarre world of the paintings. Fatal Strokes is the story of his escape.
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No Second Prize
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THALION

IT'S ALIVE!

You've seen the programme, you've flicked through the adverts, you've read the book, you've bought the breakfast cereal, you've heard the record, you've, erm, done other things - but forget all those because now the GAMESMASTER LIVE experience is almost here. Simon Byron gives you the lowdown on the show that'll set the standard for all shows in the Future.

Ever wanted to actually meet THE GAMESMASTER? Shake hands with DOMINIK DIAMOND? Rub shoulders with THE ONE TEAM? Look at all the LATEST RELEASES? Well now's your chance because the GAMESMASTER LIVE exhibition is coming to town (well, Birmingham actually, which is a city not a town but you know what I mean). Open on the 4th, 5th and 6th of December, it promises to be the BIGGEST, the BEST, the SEXIEST and the GAMES-MASTERIEST computer event this side of the second millennium.

There'll be a huge Gamesmaster set hosting squillions of on-stage challenges with prizes galore and you'll be able to compete against top-notch celebrities and gaming experts. Of course, all the important-bods from the computer industry will be there so you'll be able to make many new friends and chat to the guys (and girls) who have become stars in our little world of computer entertainment.

The stands themselves promise to be quite spectacular with most of the major software companies in attendance, many with huge specially themed areas boasting rides, promotions and even a spectacular laser light show. There will be millions of discounted bargains (both hardware and software) so if you take your wallet you could pick up a few great deals.

The show itself is a multi-format affair, with the Amiga being featured particularly heavily so you'll be offered the opportunity to check out the newest games and also see exactly what platform games the sad, consoley people are playing at the moment. Basically if you don't go you'll miss out on one of the best events this year and you'll end up with really bruised shins from kicking yourself after you hear how good it was from anybody with an ounce of sense who attended.



As a service to you, the reader, we rang up most of the software companies to see exactly what they'll be up to, the games they'll be promoting and, perhaps most importantly, what you'll be able to cadge off of them.



VIRGIN GAMES
The publishing force that is Virgin will be demonstrating a number of forthcoming Amiga releases at the show including Cannon Fodder, Rookies, Lands of Lore, Dune 2 and, so we're told, a top-secret game from Cryo (the people behind KGB). Best of all, though, will be the chance for all you gamesters out there to see the excellent Apocalypse for yourselves and maybe even participate in the game challenge.

Possible freebies: A load of T-shirts and posters.



DOMARK
If you're looking for the James Bond Austin Martin car then - hey! - look no further because those Domark types have only gone and nicked it and plonked it on their stand, the blighters! If that wasn't enough, the James Bond girlies will be present in all their



glory, doing whatever it is that James Bond girls do nowadays. It's just as well Domark will be promoting Harrier there as all The One team are going to need an excuse to hang about at this particular stand.

Possible freebies: Maybe, just maybe, a few glamour ladies.



US GOLD
If you go down to the show today (or in December) you're sure of a big surprise. Not content with simply having one of those 'stand' things, the chaps at US Gold will be found on a huge Street Fighter 2 set. There'll be a wealth of on-stage Street Fighter challenges which will probably be hosted by a Mr Dominik Diamond, whoever he may be. US Gold are also promising a top-secret fairground ride which will be so scary that you'll have to take a strength test before you are allowed on it (and that's true). You'll also be able to check out the fine-looking Indy IV Graphic Adventure and Legends of Valour.

Possible freebies: Loads of posters, badges and stickers.



GREMLIN
The Sheffield software company will be there in force featuring the Nigel Mansell Experience, a kind of massive interactive racing simulation in which up to fourteen people can compete simultaneously. Gremlin's stand will also contain various Lotus head-to-head challenges and Zool will be milling around desperately trying to socialise (make sure he doesn't do that flying chop thing on you, though).

Possible freebies: Posters and the rather tasty Chubba Chups lollies. Mmmm.



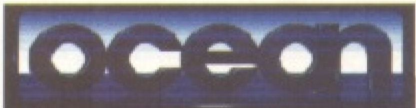
THALION
Those German funsters at Thalion will be heavily promoting their Airbus series of flight sims with a 25ft section of a real Airbus at the show. You'll be able to walk around the cockpit and play with all the knobs and dials but banish all thoughts of walking off with any plane parts because there'll be members from the GSG (the German equivalent of the SAS) to stop kids doing just that. As well as all this Thalion will be pushing their top-notch latest games, Lionheart and No Second Prize.

Possible freebies: None whatsoever (that's also true).

ELECTRONIC ARTS

ELECTRONIC ARTS
With two strong Amiga games released around about now, the EA stand will be the place to try before you buy. Road Rash and Desert Strike will be featured prominently and the whole stand is devoted to a bike theme. There will be some rock-hard geezers walking around the show wearing chains and the like as well as a yet-to-be-confirmed tattoo parlour where all you kids will be able to sample the delights of skin art (which will, we hope, be removable).

Possible freebies: Posters, stickers and Road Rash 2 leather jackets (although you'll have to win the challenge first).

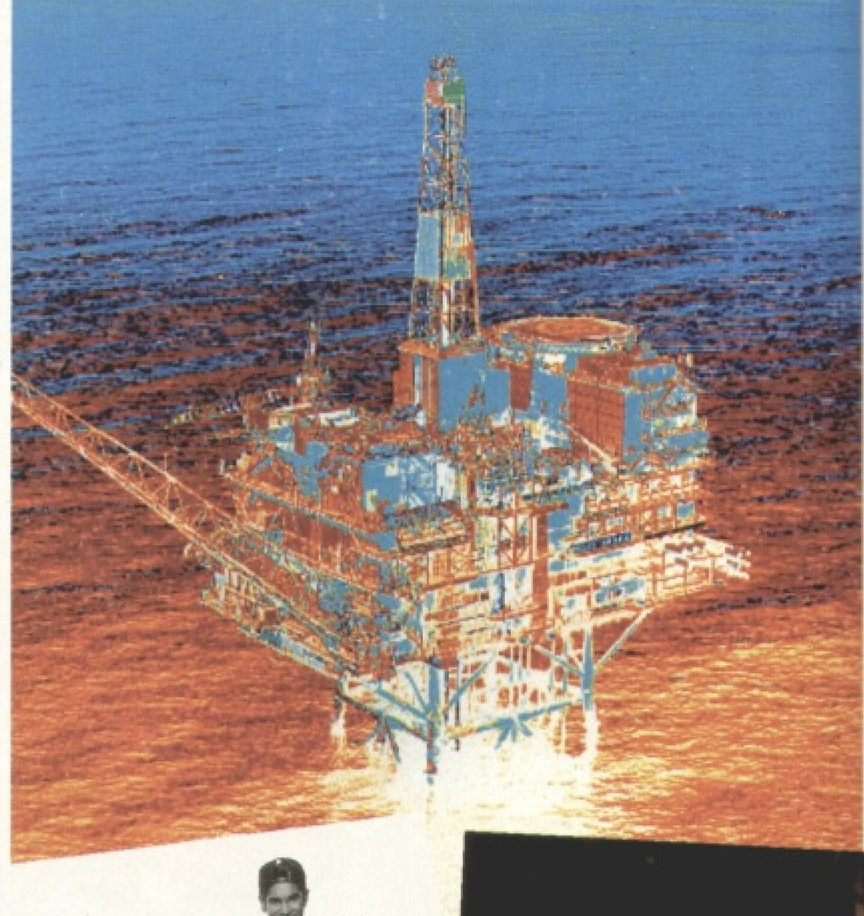


OCEAN
The Mancunian Software Giants will have the biggest ever video wall showing all the latest game releases and film clips from the Lethal Weapon films and The Addams Family. There'll also be two huge 60ft Helter Skelters running on free play, so to speak, with helmet-mounted cameras which will film you sliding down and display all the action on the video wall. A nifty laser show will be projected onto the ceiling for all to see, depicting all Ocean's forthcoming releases and there's a rather groovy competition to win every (yes, EVERY) piece of leisure hardware and the entire Ocean back catalogue.

Possible freebies: Stickers, posters, Pushover demos, etc, etc.

COMMODORE
The A1200 will be featured heavily at Commodore's stand along with the A600 and the CDTV. This will be the place to get your grubby little hands on the Amiga 1200 and find out just how good it is for yourselves. Also on show there should be A1200-enhanced versions of Wing Commander (which is simply breathtaking on the new machine), Gremlin's Zool (which now looks better than any console game - fact) along with a couple of other undisclosed programs. Commodore will also be heavily involved in all sorts of competitions and you may be the lucky owner of an extra Amiga or CDTV come the end of the show.

Possible freebies: What more can you want? Although they'll be in limited supply, surely the chance to win the finest computers in history must more than make up for the lack of glitzy promotions.





ON TOP OF ALL THAT...

...Colin Curly (the lovable dog from the Quavers ad) and G.I. Ant will be hosting a crisp-related challenge from the Ocean stand. If you complete a specially put together level from Pushover then you'll receive a pack containing all sorts of goodies from Commodore, Ocean and Smiths Crisps...

...The Gladiators will be there! Yes, all your favourite hard-people will be milling about (well, only Shadow actually - but it's a start, although we'd much rather the incredibly sexy Jet was there but we shan't be telling him that). Did you know that Shadow is six foot four and weighs a distinctly Gary Whitta-like nineteen stones? Yes, it's true!..

...Nintendo will be there hosting a wealth of competitions and challenges...

...Cheetah, Europe's leading manufacturer of computer joysticks, will have a Bar Fly Rig at their stand which permits the lobbing of one's torso at a velcro wall as long as you're wearing a special type of psychedelic jump suit...

Please note that although the particulars are correct at the time of going to press, details are still liable to change.

From the programmers of 'DUNE'



BUREAUCRACY KILLS

THE SOVIET UNION. August 1991. The worlds most powerful secret organization is about to go out of control...





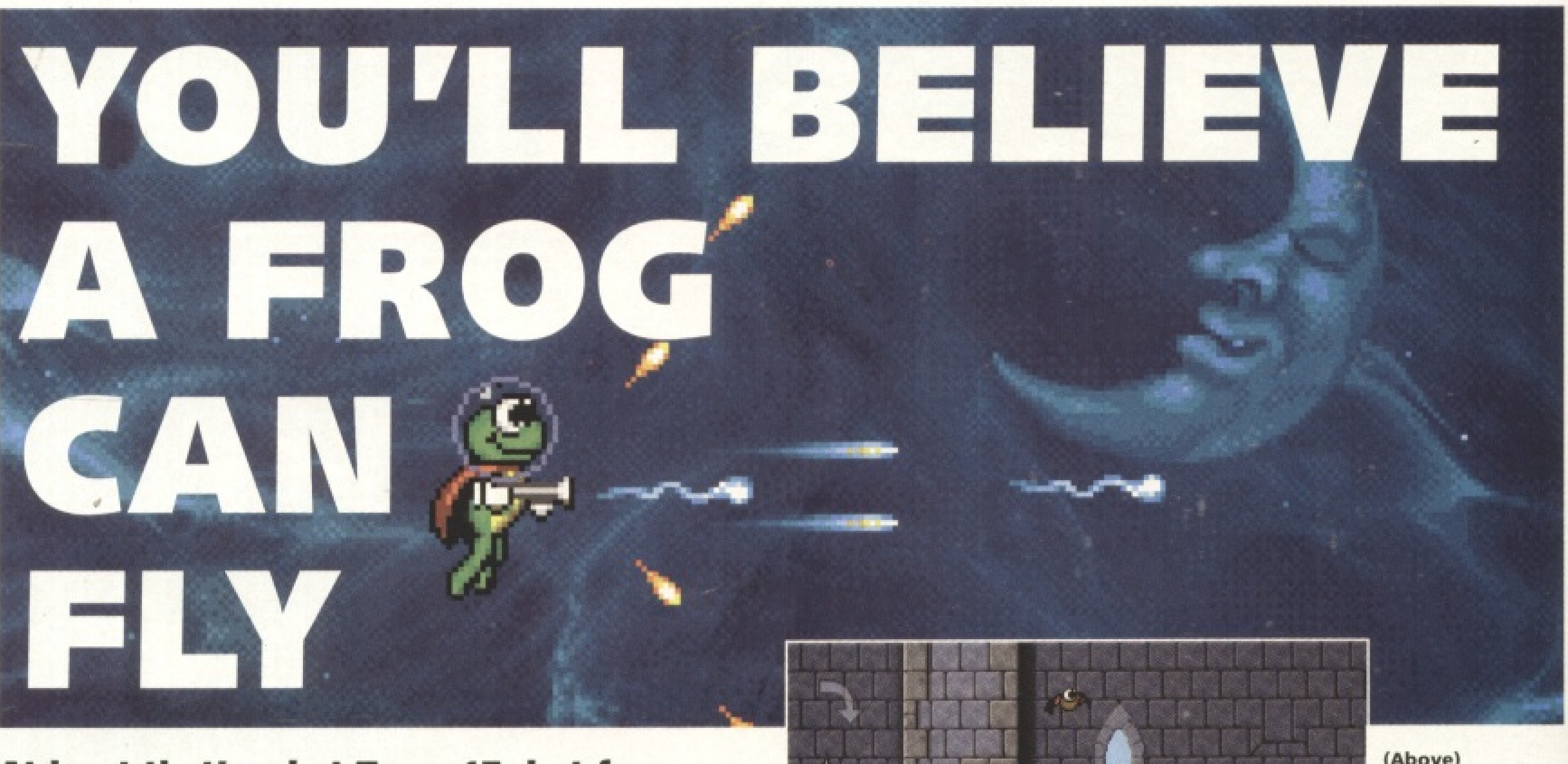
PC & Amiga

Screenshots may be taken from a different version

Virgin Games Ltd. 338A Ladbroke Grove, London W10 5AH



YOU'LL BELIEVE A FROG CAN FLY



(Above) Superfrog's space-based interlude sequence is a comic tribute to Project-X. Ho-ho.

(Left) Top action from the game's second level, set in a dank, creepy castle. Can Superfrog leap these spikes in a single bound?

At least that's what Team 17, hot from their latest success with the high-speed blaster Assassin, are hoping. Superfrog is the company's first foray into the world of cutesy games - but can the boys who have made a name for themselves with hard-edged shoot-'em-ups like Alien Breed and Project-X go soft? Gary Whitta went to find out...

Nobody likes a person who gets it right all the time. But as long as Team 17 keeps doing just that and knocking everyone else's arcade efforts for six on a frighteningly consistent basis, nobody's likely to complain - least of all the army of Amiga gamers who snap up their wares by the truckload. In the last eighteen months the company has risen from obscurity to one of the highest-profile publishers in the business today, with three 90%+ winners out of three in the shape of Alien Breed, Project-X and last month's Assassin.

Now the working-class heroes from Yorkshire are hoping to make it four for four with Superfrog, the game that's been appearing in magazines almost since the dawn of time, but is only now approaching anything like a completed state.

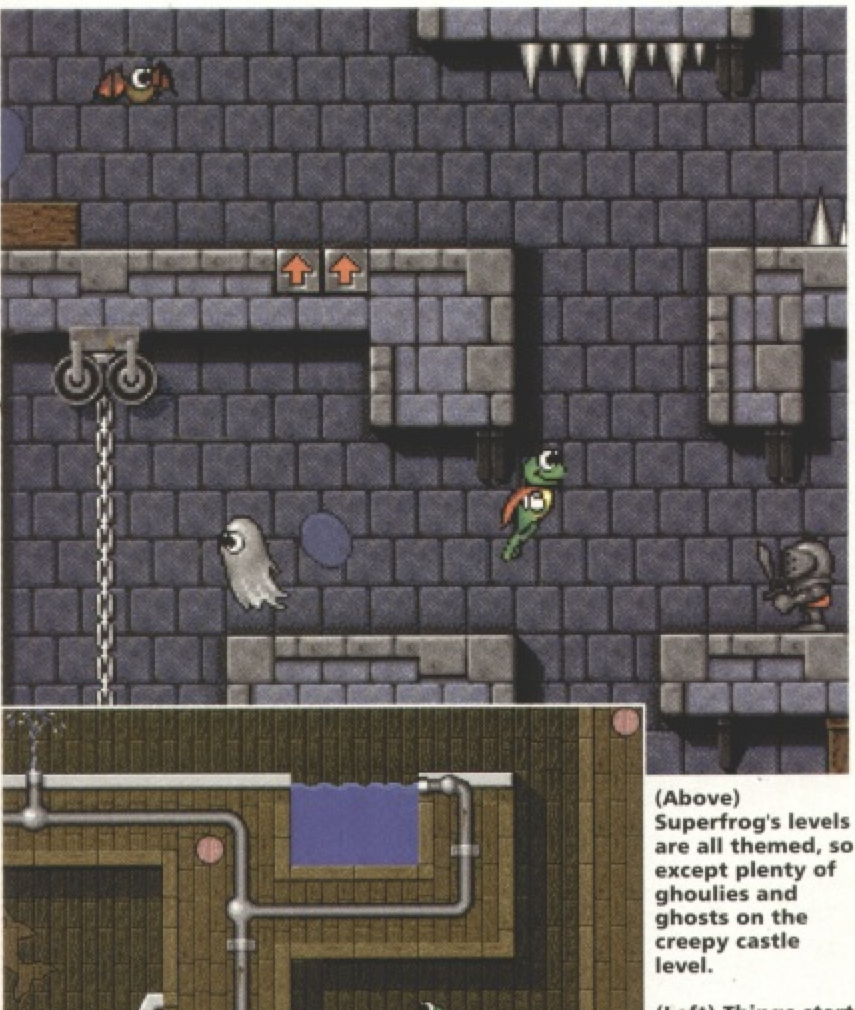
Superfrog is currently being produced by the same Sweden-based duo that produced Alien Breed and Project-X - programmer Andreas Tadic and graphic artist Rico Holmes. Team 17 boss Martyn Brown is, as usual, project manager. But for a team usually associated with producing hard-bitten blasters, a software cutey like Superfrog is a surprising change of direction. "I suppose the idea came from a whole bunch of games, particularly stuff like Sonic and Magic Hat on the Megadrive," explains Rico. "I've never really been much of a fan of that sort of thing - well, not until I'd played the newer ones. Lots of people have since jumped on the console-style platform bandwagon and with ourselves having one in development, I suppose people will point the finger at us too."

"Despite what's been written recently, there still hasn't been a game on the Amiga to rival Sonic and Mario - the most important aspect being the playability, not the speed," says Martyn. "I think my favourite is still Great Giana Sisters, that Mario Brothers rip-off that got banned a few years back. I was a little disappointed by Zool after all the build-up. If anything Gremlin were just a little too ambitious trying to get so much action on screen and when it slows/jerks in places it doesn't look too hot."

So what is it that will separate Superfrog from the vast majority of Amiga cutesies? "It's hard to put your finger on it," says Martyn. "The character is very strong and it all seems to hang together well. People need to feel an affinity for their character, and so far people have really liked the look of Superfrog. I think he's aesthetically pleasing, or something like that. He looks funny, pulling faces and so on, and the idea of throwing your little green blobby mate at the enemies is quite fun. Whether it's been done on the Amiga before remains to be seen..."

"We had the idea floating about for ages and the firm plans to do a cute console-esque platform game," adds Andreas. "It's just that with other things, it's taken a while to get around to it." It certainly has - according to Martyn, the first mock-up screenshots of Superfrog were being shown even while the

PROJECT: Superfrog
PUBLISHER: Team 17
DEVELOPER:
Martyn Brown (Project Manager)
Andreas Tadic (Programmer)
Rico Holmes (Graphics)
Allister Brimble (Sound)
INITIATED: Mid 1991
RELEASE: Jan/Feb 93



(Above) Superfrog's levels are all themed, so except plenty of ghoulies and ghosts on the creepy castle level.

(Left) Things start getting wacky on the third level - notice the authentic Super Mario-style spikey turtles.

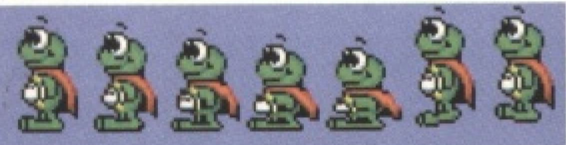
original Alien Breed was being worked on, over 18 months ago. "Superfrog will have overtones of a lot of games that we have enjoyed ourselves and have features that we felt have been missing in other games," he continues. "This I think has been the case with Alien Breed and Project-X in that we tried to produce definitive arcade versions of a particular genre and it will be the same again here."

So what's the story then? Best to ask Martyn, who is probably more guilty than anyone on this score. "It essentially revolves around the classic frog-prince fairy tale in that you've got this prince who's met this cracking bird, and they're all set to marry and then he gets zapped into a frog by an evil witch called Margaret. The jealous old cow then sods off with the prince's girlie and locks her up in a tower. Then one day, whilst sat at the side of his favourite stream, the frog spots a curious bottle. Intrigued, the frog picks it up (it just happens to be a bottle of Newcastle Brown Ale) and swigs it back... After a few minor explosions, the frog turns into Superfrog, a frog with super strength, guile, daring... with a smart red cape and a Geordie accent. With one mighty "Alreet!" he leaps into the air and sets off to Magicland to regain the hand of his loved one, banish the curse and kick ten bells out of that snotty old witch." Ah... okay.

And for anyone who can't quite get to grips with this complex

"There still hasn't been a game on the Amiga to rival Sonic and Mario."

Martyn Brown
Superfrog project manager



storyline, the whole thing is to be depicted by a pre-game cartoon produced by veteran Amiga animator Eric Schwartz. "It will be very funny," promises Andreas. Rico, too, is proud of the game's graphical style. "I've been inspired by Eric's original drawings of Superfrog, he looks just great, a real cartoon character type. I've drawn things that I thought you could look at and smile or go 'Aaah'. The enemies still kill you, but at least you're smiling when it happens."

As for the actual game, it's based around the familiar levels/worlds structure, with Superfrog working through each 'zone' before finally confronting the witch in her castle. "That's the basic idea for all games of this type," says Rico. "Get from A to B while avoiding C, killing D and collecting E. If we are going to do a definitive version, why change things?" But a novel twist has been devised. "We have a toll fee on each land, and the frog can't pass through until he's collected a certain amount of money," Martyn explains.

Gameplay-wise, Superfrog isn't looking to break down any barriers - although it might just tickle a few ribs if the proposed 'humour' element makes it into the final version. "Humour does play a certain role in the game. We've tried to do everything in typical cartoon graphics. But I think that if we set the game out to be funny we'd be on a loser because not everyone shares the same sense of humour as us."

Much of Superfrog's comedy is to be based around the main character's Geordie origins, which might just include some slightly, shall we say... racy elements. "You know how every platform character does something like knock on the glass or play a Gameboy if you leave him alone - well we wanted Superfrog to light up a tab and have a few drags! But we were a bit concerned that parents might not appreciate it if their kids worshipped a little green hero that drank and smoked, so we changed that animation - but we can't use the new one either."

Suffice to say that, should you leave Superfrog to his own devices in the game's current version, he... erm... 'entertains' himself. "At least you won't get lung cancer from what he's doing now, but it's a bit disgusting," says Martyn. "We have to remember that we're doing a game that parents will look at and say 'Aah, that looks sweet'. But at the same time we want to put a more adult-humour edge in it that only older people would relate to."

Adult humour or not, Superfrog is still a cutesy game at heart. Have the team, given their shoot-'em-up pedigree, found it difficult adapting to a less 'hard' game style? "Superfrog IS hard! He's from Newcastle!" protests Martyn. "Seriously though, it's not really been a great strain doing the cuter type of game. It's taken longer because of the playability being very important and the feel has to be 100% right. It's been a lot of fun to develop, especially the character and the storyline. Eric Schwartz's animations have kept us smiling too - I can't wait until the animation is finished."

EY-UP WHY AYE CANNY LAD (ETC)

It's not just in the graphical department that Superfrog will be dressing to impress. Team 17 musical stalwart Allister Brimble will once again be providing the tunes and SFX which, the team promise, will be something very special. "Superfrog will mark a departure for us in that it will feature in-game music, whereas we usually use just sound effects to create atmosphere," says Martyn. "With platform games I think music is important, but we won't forget spot FX and speech."

The speech aspect is being played up - Superfrog is to have a Geordie accent, for a start. "We wanted Jimmy Nail to the do the Superfrog speech, what with him being a Geordie and all that. At the time he was popular as Spender, everyone remembers him from Auf Weidersehen Pet and his voice was exactly right for our red-caped frog! Even though his agent thought it was a brilliant idea, we were informed that Jimmy never did voice-overs or used his voice in any way like that, so we hit a brick wall. His agent did offer us Tim Healy (Dennis from Auf Weidersehen Pet) - no offence to Tim, but it wasn't exactly what we were looking for."

Team 17 also approached Vic Reeves and Bob Mortimer about providing some wacky speech, but again the stars were too busy with TV commitments to lend a hand. "At the moment we have decided to do our own speech and FX. They worked well enough in Alien Breed/Project-X/Assassin, and we have the capability to make them daft enough for Superfrog." There's also a rumour that Allister Brimble has got hold of a new Music/SFX player that will enable him to produce SIX-CHANNEL music by mixing sound waveforms. All in all, Superfrog could well be a sonic treat, bonny lad.



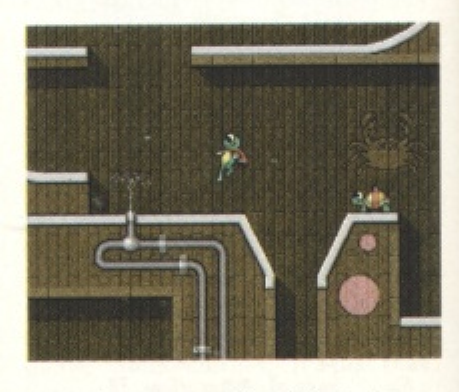




(Left, right and below) Level Four looks set to be the most console-inspired of them all, in graphical terms at least. Be honest, could you imagine anything more cutesy and twee than the scenes depicted here? No, neither could we.

"There tends to be a lot of ideas after we've had a bit of a booze-up - most of them are sadly unusable, though..."
Martyn Brown
Superfrog project manager

Team 17 promises that Superfrog will be choc-a-block with smutty humour. Whether or not the "Big Sucking Theme" in included in that remains to be seen. Parents, watch out...



Superfrog may not be able to fly, but his flowing red cape allows him to perform some astounding jumps - like this graceful little number, which has the onlooking turtle suitably agog.

THEY LIVE AGAIN

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U.S. EXCLUSIVE!

TO BOLDLY GO WHERE NO CONVERSION HAS GONE BEFORE!

When Electronic Arts released its official Star Trek game for the PC earlier this year, it caused a sensation. Now that the game's developer's Interplay have set up in the UK, an Amiga version is finally in the pipeline. Gary Whitta beamed over to California to get the inside track on what just might be one of the biggest games of next year...

PROJECT: *Star Trek: The 25th Anniversary*
PUBLISHER: *Interplay*
DEVELOPER: *In-house*
INITIATED: *July 1992*
RELEASE: *Early 1993*

We have to admit, this one comes as something as a surprise to us. So much of a surprise, in fact, that we only just managed to squeeze this Work in Progress into the issue at the last minute - I don't know, the things we do for you. Anyway, the story goes that when Electronic Arts released Star Trek on the PC earlier this year (to coincide with the 25th Anniversary of the TV show), the official line was that there'd be no Amiga version - which must have come as a bit of a blow to Amiga-owning Trekkies, who've had nothing to keep them going bar a clutch of uninspired and unofficial PD games.

But Christmas is on the way, and this is the season of miracles - so how's about this one for size? Now that Interplay has officially set itself up as a publisher in the UK (a status it has held in the US for yonks), it no longer has to rely on EA to call the shots for them over here. And so, with the British market now firmly in mind, the company's finally taken the long-awaited step of producing an Amiga version of one of the year's best PC games. Hallelujah! Actually, the California-based developers have been working on the Amiga version since July but it's only now, with the announcement of Interplay's new UK interests, that it's all come out into the open.

As it's a celebration of Star Trek's 25 years at the forefront of science fiction, Interplay's game goes back to the old days, before Kirk, McCoy and the rest of the crew had to start wearing corsets and could run up a rocky alien mountainside without the aid of a zimmer frame. In fact it goes right back to the fourth season of the original television series, from which most of the game's storylines have been culled. The game's an interesting mix of space-based arcade action (commanding the Enterprise against a variety of baddies like Klingons, Romulan and Elasi) and adventure, with Kirk and the crew beaming down to planets and space stations to investigate the inevitable mysteries.

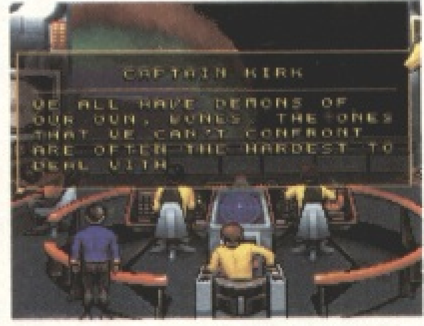
But because it's based on the original TV show, Star Trek doesn't consist of one continuous movie-like storyline. Instead, it's split into eight independent mini-adventures, each one presented like a genuine television episode with its own separate title sequence, storyline and even an epilogue.

The PC version was a big hit primarily because it did a superb job of capturing the TV show's camp 60's style and tone. The weighty responsibility of ensuring that the Amiga version does the same is that of project manager Bruce Schlickbernd. The obvious question is - why do an Amiga version now? "We believe that Amiga owners will buy it!" he replies. "The Amiga market often has different taste than the PC market, but the appeal of Star Trek cuts across those lines."

Even so, the main question mark hangs over whether the







(Above) It's up to Kirk to deal with pre-combat situations diplomatically so as to avoid aggro if he can. The likes of the Klingons, however, are unlikely to be placated by words.

Amiga can deliver the same impressive technical thrills as the PC original - and Bruce admits that compromises have had to be made. "Graphics is the main one," he says. "We're using the Amiga's 64 colours in halfbright mode as opposed to the PC's 256, and that's a step down. Still, the overall effect is fairly close. Getting the game to work from floppy disk drives is another concern, but the episodic nature of the game should give us good break points. An Amiga 500 is not as powerful as, say, a 33Mhz 486 PC but it isn't that different from at 10Mhz 286. Certainly some of the higher-end Amigas will have power to spare."

Despite the inevitable cuts that have had to be made, Bruce is confident that the Amiga version will be as good as the PC gameplay-wise AND succeed in conveying the Star Trek atmosphere just as well. "It's going to be the same game except for less colours, and we're even making some improvements and corrections," he reveals. "When the Enterprise is hit during combat, for example, the screen will shake - something that we couldn't do on the PC version. We're also including a bypass that will allow the adventure-only types to skip through the space combat."

Apart from that, the gameplay remains the same - after all, why change a successful formula? "Much of the game was dictated by the design philosophy," Bruce explains. "We wanted to put the player into a Star Trek episode from the TV series. Most of the decisions flowed from that premise. We felt half the appeal would be to interact with characters from the actual series. The big difference from other adventure games is that Star Trek puts four characters - Kirk, Spock, McCoy and a Security Officer - under your command rather than just one."

"Space combat was tense and exciting in the original series," he continues. "We debated a number of approaches but in the end, to get that excitement level and utilise the starship Enterprise itself, we went with a 'space combat simulator' style." Star Trek's original makers Paramount have also had a part to play, mainly in a supervisory role. "They wanted to ensure that the game remained true to the original characters and background," Bruce explains. "On one point they were very clear - if you kill a continuing character like Kirk or Spock, the game ends and you lose. That's why we have the security officer (known lovingly as Ensign Expendable) there as a safety valve - you can make a lethal mistake and still continue play."

The Amiga version of Star Trek currently has five people working on it - two of whom worked on the PC original, with an impressive four admitting to being genuine Trekkies.

The game's just reached what techy development types call an 'early alpha' state - the space combat section is all but complete, but the adventure-style missions (which employa icon-based player interface) still need a lot of work. At the moment the game sits on eight disks, one for each of the game's 'episodes' - "But," says Bruce, "final compression will probably allow some pairs of scenarios to occupy a single disk. In a two-drive system, we envision the system being run with the startup disk (and space scenarios) remaining in the boot-up drive and ground missions to be inserted into the other drive as required. On a hard drive, of course, there will be no disk swapping."

With work on Star Trek due to be completed in early December, the game may be in the shops in time to ring in the New Year. Of course we'll be giving it a full going-over as soon as a copy beams into the office, so until then you'll just have to be patient. We have to say we can hardly wait ourselves...





(Above) "He's dead, Jim." Alas, it's always poor old Ensign Jones who cops it in the perilous ground missions, giving Kirk, Spock and McCoy a second chance. He's not much use anyway, and can't be that bright if he agreed to beam down in the first place - hasn't he ever seen Star Trek, after all?

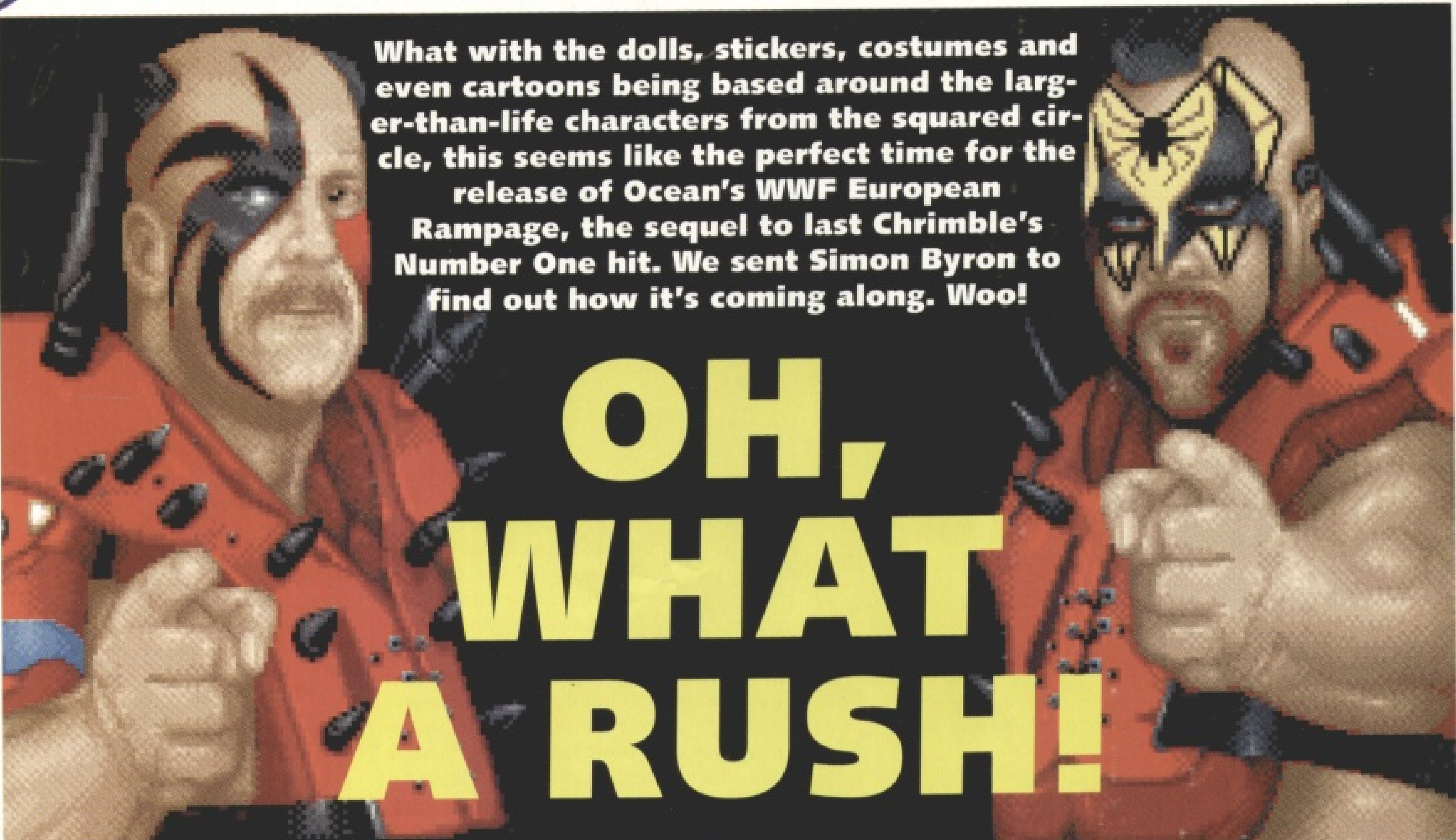
(Left) Enterprise's shields, engines, transporters, databanks and communications are all at Kirk's command - he controls them by issuing orders to the relevant station chief. Notice that Mr Scott (far left) now sits on the bridge rather than down in the engine room, making it easy to access him.

(Below) Star Trek's mission sections are entirely icon-controlled and feature such favourite objects as the Tricorder, phasers (set to kill or stun) and Doctor McCoy's cure-anything medical kit.




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REACH FOR THE
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What with the dolls, stickers, costumes and even cartoons being based around the larger-than-life characters from the squared circle, this seems like the perfect time for the release of Ocean's WWF European Rampage, the sequel to last Chrimble's Number One hit. We sent Simon Byron to find out how it's coming along. Woo!

OH, WHAT A RUSH!

Wrestling has never been an easy game to convert to the home computers. The only semi-decent one I can remember was an ancient 8-bit game from Melbourne House (remember them?) called Rock and Wrestle, named as such because rock music played whilst you wrestled. In fact, the only Amiga wrestling game we can remember at all is the hugely successful (but immensely rubbish) WWF. Transforming such a physical sport into a playable and enjoyable game is only a job for the courageous and it is Arc Developments (who seem to be all over the place nowadays) who have been chosen to try and make up for last year's let-down.

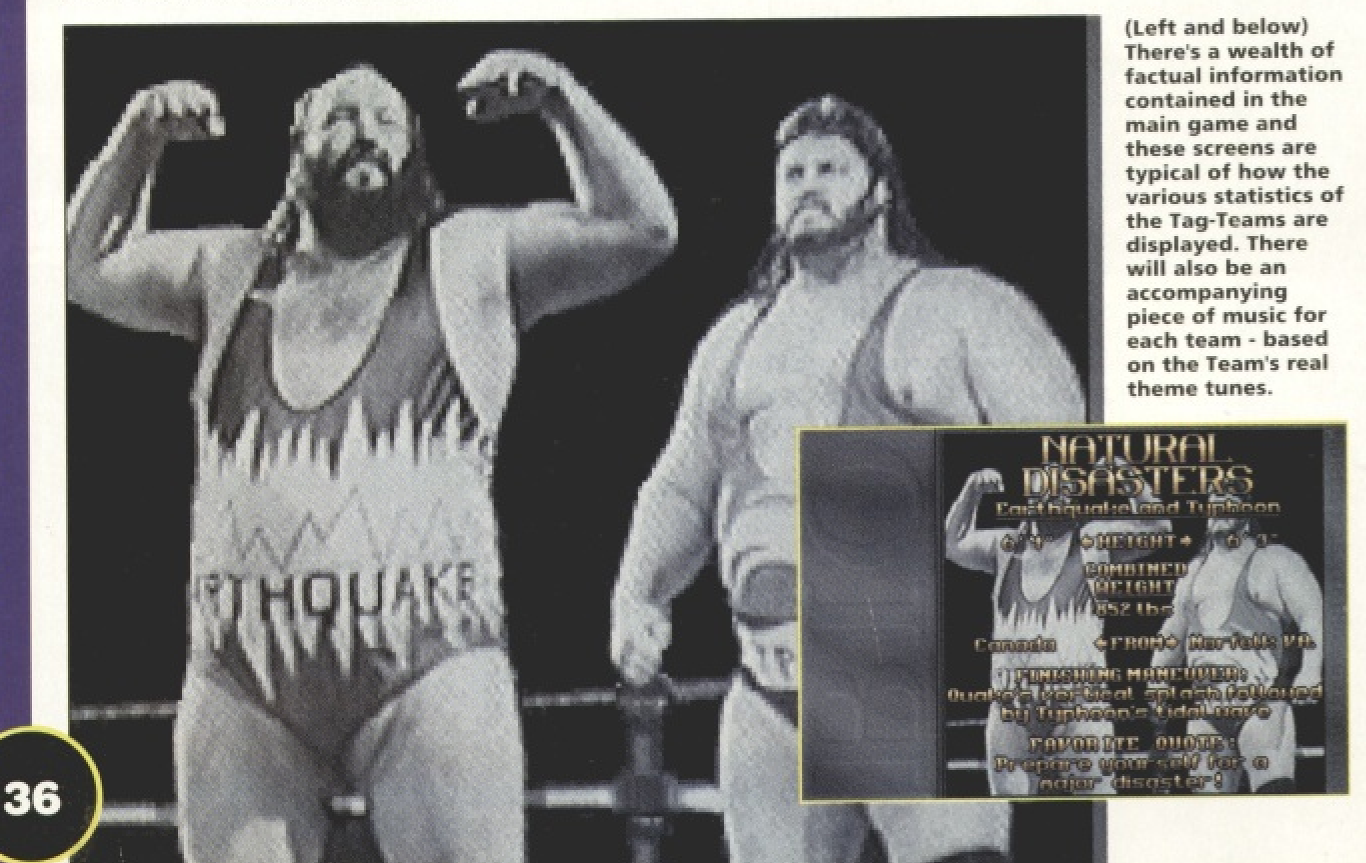
Wherease the first WWF game was based around straight 'one-on-one' combat, European Rampage is tag-team. Having formed a two-man hit squad from either Hulk Hogan, Bret 'Hitman' Heart, the Ultimate Warrior or Macho Man Randy Savage, you then have to fight your way around the globe in an effort to become the hardest leotard wearers in the world. There are four different fight arenas, one in England, Germany, France and finally America, with three tag-teams to tackle in each.

There are two modes of play to chose from. If one person is playing alone then the computer takes charge of the non-fighting character. If the single player gets into a spot of bother then the computer will leap into the ring (well, the computer-controlled player, not the computer itself) and attempt to wrestle the opponent off using a variety of moves. The player then assumes control over the 'active' wrestler. In two-player mode each player controls a separate fighter in the tag-team, necessitating the need for team tactics.

Beat-'em-ups live or die on their feel and the variety of the combat moves available, so just how many moves are there going to be? "Absolutely loads," replied Paul Walker, who is handling European Rampage's graphics. "Certainly too many to go into here. All the moves are progressive which means the same joystick movement in one instance, say when running around, will not be the same as when you're involved in a headlock. We made the movements very easy to select so there should be no problem with the control method."

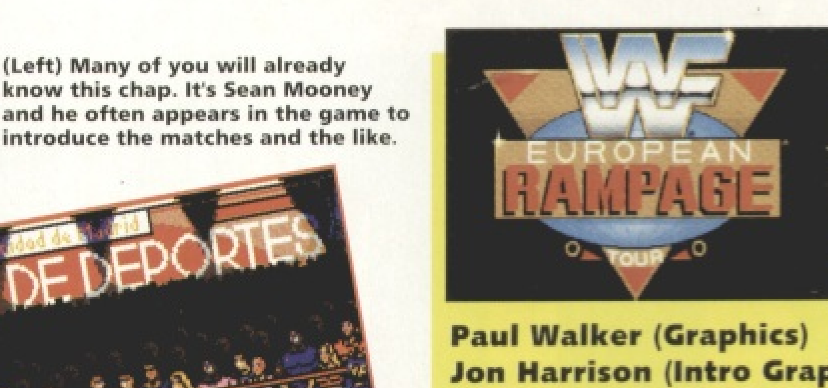
As you can see from the shots, the ring size has been reduced drastically compared to the first WWF game. Although the screen scrolls slightly allowing players to leap outside the ring, the basic action will be contained more or less in the convenient bite-size chunk us technical gurus call 'the screen'.

The simple reason for this is that Arc are intent on making the game as action-packed as possible. "Instead of having the player running around all the time trying to attack the other character with lots of space to 'get lost in', we've kept the ring small so that the action is always there," explains Paul. "We've deliberately omitted the bashing each other with objects so that we



(Left and below) There's a wealth of factual information contained in the main game and these screens are typical of how the various statistics of the Tag-Teams are displayed. There will also be an accompanying piece of music for each team - based on the Team's real theme tunes.

(Left) Many of you will already know this chap. It's Sean Mooney and he often appears in the game to introduce the matches and the like.



PROJECT: WWF European Rampage
PUBLISHER: Ocean
DEVELOPER: Arc Developments - Chris Coupe (Programming)
Paul Walker (Graphics)
Jon Harrison (Intro Graphics)
INITIATED: April 1992.

As you can see from the screen shots, the graphics are radically different from the original's cartoony style. The actual ring has been reduced in size to single-screen so that play is more focused and immediate.

can keep the amount of actual fighting moves to the maximum possible within the memory constraints. There are 108 animation frames per character, all drawn in 16 colours, with a total of twelve characters so we're already nearing the maximum memory available. All the graphics have been drawn from scratch so it has taken a long time to reach the finished stage we see now.

"We originally worked out all the moves we wanted to do and then I went ahead and started drawing the graphics. We found that when we began implementing moves, there were a number of other animation frames we had already drawn that we could use to make movements flow more freely. For example, to get from outside the ring, roll under the rope and stand up in the ring requires fourteen frames. These frames, however, are not all dedicated exclusively to that move, they're flexible enough to be used in other animations so everything is really nicely animated."

Some people are very wary of how they are going to be represented in computer form and everything in European Rampage has had to be sent over to WWF organisers Titan Sports for approval. So far, however, their comments have been minimal. "The comments that they have sent back have been good," Paul chips in. "It's quite a kick to receive these compliments and think 'Yeah, I agree with that'."



"We tried not to really take much notice of the original WWF; we just decided that we were going to do a wrestling game and then worked out how we should do it. And I think that we've come up with the best game possible."
Paul Walker
WWF European Rampage graphic artist

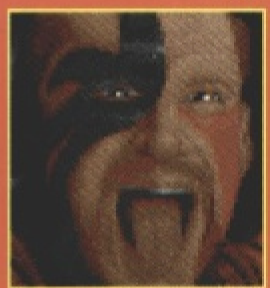
Sound will take the form of the four wrestler's theme tunes which will play on the player select screen. "In real life each wrestler has his own song so we obtained a tape of these songs and reproduced them on the Amiga. There's a few more sound effects to go in there yet and we may be including some speech, although that can't be guaranteed."

Obviously when working on a sequel, the criticisms of the original game have to be taken into account. Even though WWF1 was slammed by the press it still sold by the bucket-load and, rather surprisingly, Paul doesn't dislike the first game. "It was quite good," he piped. "To be honest I never saw the criticisms at the time as I was too busy working on The Simpsons game."

When asked whether he thinks European Rampage improves over the original he's not so sure. "I wouldn't necessarily say that it improves upon WWF; it takes a different track. I don't really think you could compare the two games. In this game the ring is totally different, the players are more life-like than cartoony, there's a lot more different moves and the other game was very similar to the arcade whereas this one is completely different. We tried not to really take much notice of the original WWF; we just decided that we were going to do a wrestling game and then worked out how we should do it. And I think that we've come up with the best game possible."

WWF European Rampage will be released in the next couple of months and should hopefully take the wrestling game forearm slapping into the Nineties.

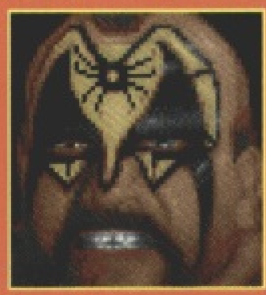
MEET THE SUPERSTARS OF WRESTLING!



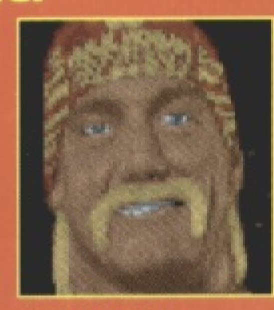
HAWK
One half of the awesome Legion of Doom tag-team, this guy is definitely not to be messed with.



BRET "HIT MAN" HART
The newly-crowned WWF Champion, the Hitman is called the "excellence of execution" for his top skills.



ANIMAL
The other half of the LOD. You can tell who's who, because Animal has a spider on his nut.



HULK HOGAN
Hooray! Still the perennial favourite, even though he doesn't actually wrestle anymore. Sniff! Sniff!

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Okay, it's get out your paper and crayons time again. Imagine that you've just been made top cat at Cheetah. (Get it? Cat. Cheetah. Brilliant. I'm wasted here, you know.) Having parked your bot into the big boss's chair, rearranged the executive toys on your desk and ordered some new business cards, you settle down to your first task of the day - designing a new joystick to join Cheetah's CharacteriStick range.

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Fill in this coupon, attach it to your joystick design and send it to: Stick This In Your Cakehole Compo, THE ONE, Priory Court, 30-32 Farringdon Lane, London EC1R 3AU. Alternatively, if you don't want to cut up the mag, just make sure your personal details are written clearly on your entry. All entries must reach us by 21st December 1992.

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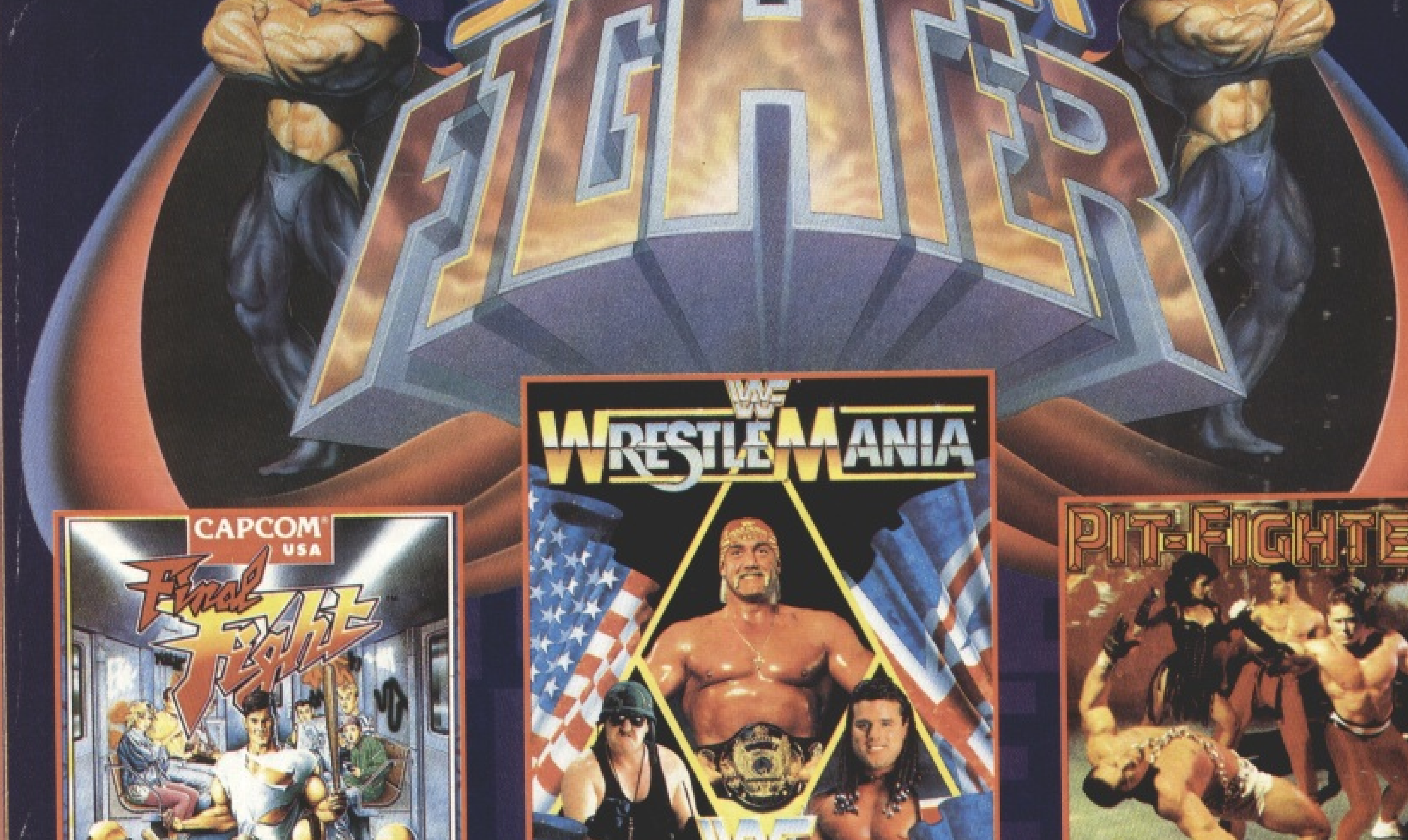
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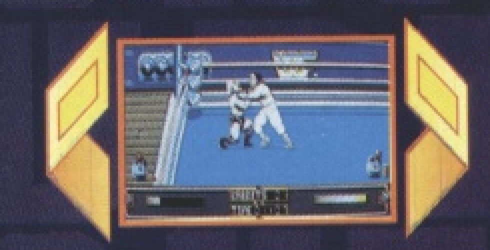
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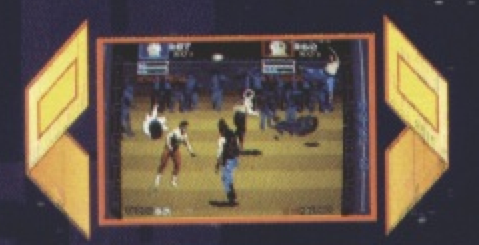
WWF WRESTLEMANIA
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PIT-FIGHTER
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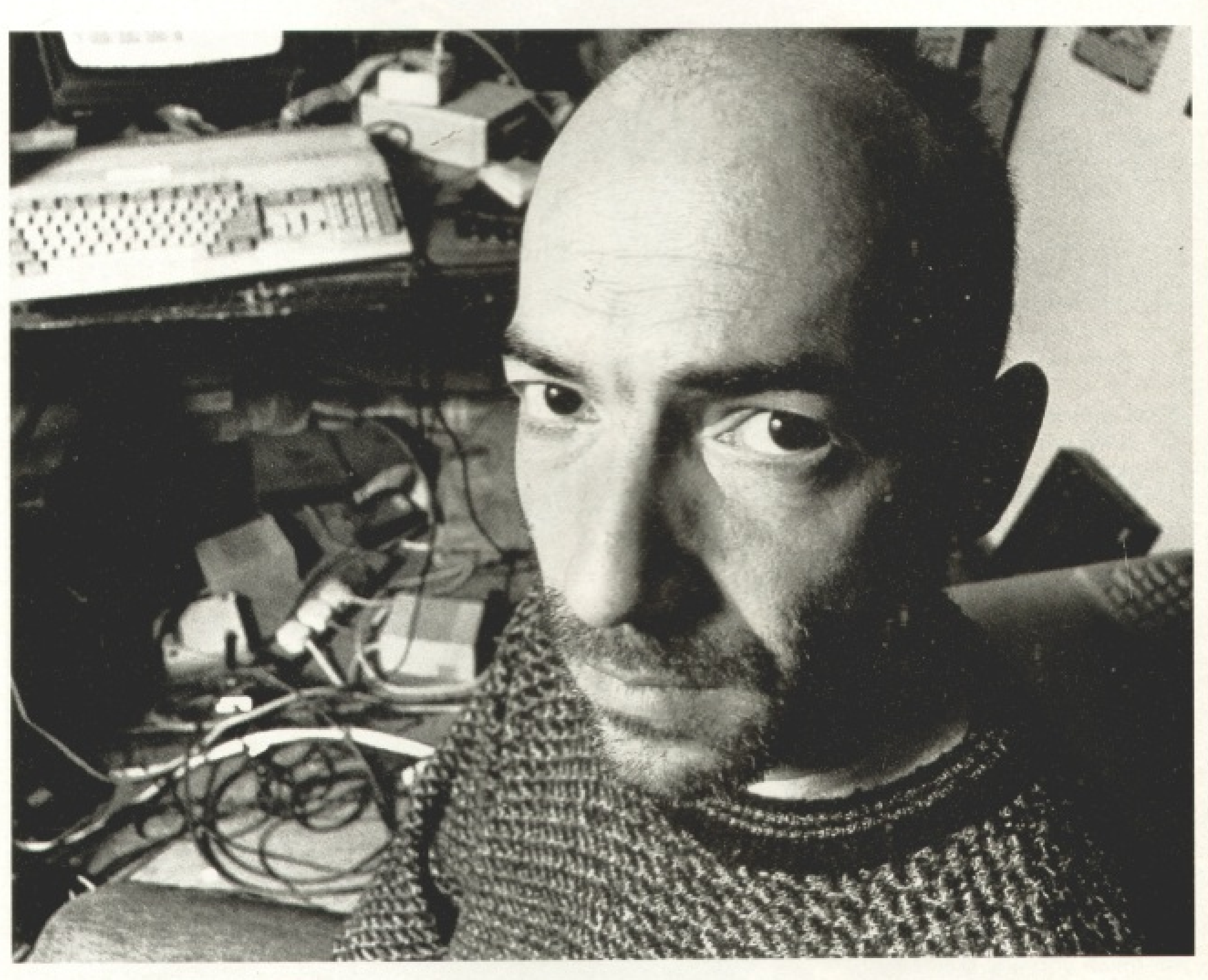






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Oh Mister Songwriter

I bet you that you've heard of this man. Or, rather, you've heard of something by him. Richard Joseph has been responsible for the aural tapestry in many of the Amiga's biggest releases over the past few years, including Sensible Soccer, Speedball 2, Mega-lo-mania and the rather excellent Gods. Seeing as how he's involved in so many games, we decided that it was high time your good selves were introduced to the man behind the music. So, then, dear readers, put your hands together and then sort of slap them with each other as we present for you... *Mr* Richard Joseph! Simon Byron is your chat-show host.

So then, Richard, what did you used to do before you became involved in the so-called 'Computer Industry'?

Well, I've done lots of things. I used to be a Staff Writer at ATV Music, a recording artist doing a number of different things with various bands and I've also worked with Trevor Horn [a rather famous record producer who, as it turned out, wrote most of the Frankie Goes To Hollywood songs amongst a number of other things] and Hugh Padghan who produced a lot of Phil Collins's stuff.

What made you move from live music to computer music?

I was looking through the adverts in the back of Melody Maker when I came across one from Palace Software which stated that they needed somebody to compose music for one of their games. One thing led to another and I ended up composing a theme which, thankfully, they liked. It's all gone on from there, really. The first thing I wrote was Cauldron 2 on the Commodore 64.

Was it hard writing on the C64?

When Stan Schembri, the programmer, finished the game we looked at what music packages were available. The main one we gave the once-over to was the Advanced Music Studio, from Rainbird, complete with fake keyboard overlay. We sat down and actually figured out what it was doing and Stan wrote my own custom program to do the same. I'd write the music on that, copy down all the numbers that it would produce and then feed all that information into the main game program. Pete Stone, the Palace Boss would play me Rob Hubbard [perhaps the most famous musician on the 64 back in the eighties] tracks and say do it like that.

What software do you use now?

The program that I produce most of my music on is another custom made jobbie written by Alan McCarthy and Andy Smithers from Vectordean. They're both quite talented with sounds so the program is excellent. I have used MED and SoundTracker but the trouble with those is that they take up too much memory whereas this one doesn't, making it more flexible. It's got an excellent waveform generator as well.

How much memory are you allocated for an average game?

It all depends. The Chaos Engine is over 200K whereas Robocod was 30K. It's often hard working within the constraints of, say, Robocod, especially when you see a game like Zool which looks as though they gave a lot of memory over to the music. I'm often supplied briefs which are, quite frankly, over ambitious for the amount of memory I'm given.

What sort of briefs are you given for games. Do they describe everything or are you left pretty much to improvise?

Once again it all varies. For The Chaos Engine, Eric Matthews did a really detailed brief right down to the individual sound effects here and there. He even made noises over the phone to me saying things like "Make it sound like this - thhhhhh!" John Hare is another one who'll put an immense amount of detail into the specification but other times I'm pretty free to do what I want. For instance, with the James Pond music [all variations on the original Bond theme], I wasn't actually told to do it that way so it was nice to be able to have the chance. Most of the time, though, I like to have everything to do with the music down in writing or even examples of music played to me, so that I know exactly what to do and don't have the opportunity to get anything wrong.

You didn't get into trouble for using the Bond themes in James Pond, then?

No, somebody did pick up on it but we managed to smooth

things over fairly easily. One which we would have had the most problems with was the original music for The Aquatic Games which was a variation on the Chariots Of Fire theme. It had to be pulled from the game unfortunately which I was a little upset about because, for me, it was one of the best pieces in there.

What would you consider to be the best piece of music you've written?
There are many of my tunes which all work as well as each other, although on slightly different levels. I've always been very keen on the 'Hill Billy' music I wrote for a game called Moonshine Racers which unfortunately bombed. I could pick out a number of pieces that I'm pleased with, the shop music in The Chaos Engine, for instance. Quite often, though, I'll write something which is particularly excellent and then two weeks later I'll hate it.

Have you ever written a piece of music which you've really loved but other people have not liked or not given you any credit for?
I was really knocked for doing the theme music for Global Effect. The actual game itself had no more than a couple of beeps here and there so the theme tune I wrote for it was really well received by the actual programmers although no-one else seemed to take much notice of it, unfortunately. It's fairly upsetting when the music is not mentioned at all. I take it all with a pinch of salt nowadays although it used to really worry me to the extent that I'd think that I wouldn't be employed again if my last piece wasn't raved about. The theme I did for Barbarian on the 64 was, I thought, really ambitious but it wasn't very well received because people didn't want to be astounded in those days, they wanted really good music as long as it sounded like Rob Hubbard.

Do you think that music is an often overlooked aspect of a game?
Not so much nowadays, it's only overlooked in so much as the budget available in terms of memory, although I don't argue with that as the programmers know exactly what they're doing and I just have to put up with it. Companies are starting to realise now that gamesplayers expect a lot more from a game.

Have you reached the stage yet where you feel restricted by the Amiga's hardware?
No, not at all. I love working on the Amiga - it's great fun - although if I did something on, say, the Roland with its great big reverb sound effect, it's always nearly impossible to obtain the same results on the Amiga afterwards. Once you get into the swing of it, though, the Amiga's charm and style more than make up for this. Whatever instrument I'm working on I'll aways go back to the Amiga. Due to the memory restrictions you'll end up with a finished piece that sounds tight, which is no bad thing, but often I'll shave the beginning of a sample off just to save that little bit extra memory. No matter how short a bass drum sample is you can always make it shorter.

How does writing computer tunes differ from composing 'real' music?
It's wildly different, the two styles couldn't be further apart. Sitting at a keyboard and just doodling is something that you just would not consider on the Amiga. There are quite a few tunes that I've written using the Roland that need to be copied across onto the Amiga and translating a finished piece onto the computer is really difficult, because you find that you've got all this orchestral-type arrangements that couldn't possibly work on the Amiga. The biggest challenge is trying to create a song which sounds as if it is a real piece with all the associated instrumentation, like the banjos on Moonshine Racers.

Is there anything which you would like to do now but feel you can't because the technology is simply not there?
No, I don't think so. The thing with the Amiga technology is that it's so advanced anyway. It's been responsible for so many things in the past, like adverts and such, that it's being used for a whole variety of applications.



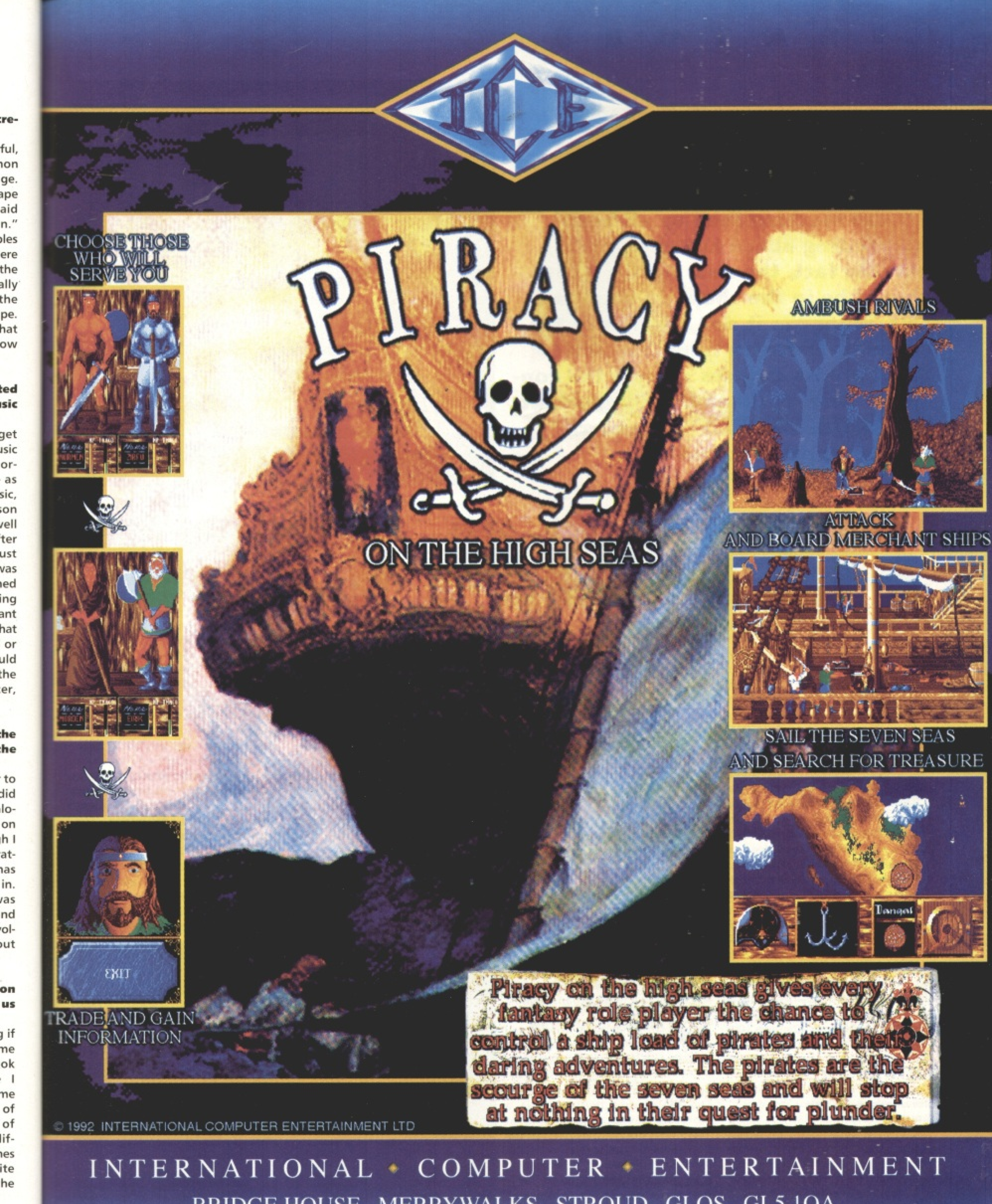
"It's often hard working within the constraints of, say, Robocod, especially when you see a game like Zool which looks as though they gave a lot of memory over to the music."

How was the Gods title music created?
The actual piece, Into The Wonderful, was written by John Fox and Simon Rogers to be released at some stage. Eric Bitmap heard it, gave me a tape with loads of mixes on it and said "Make me a three minute version." The whole track consisted of samples which were just cut up and used here and there much the same way as the Magic Pockets theme. We originally went into a studio and took the music from the original 24 track tape. I really wanted to use vocals on that track but Betty Boo wouldn't allow it.

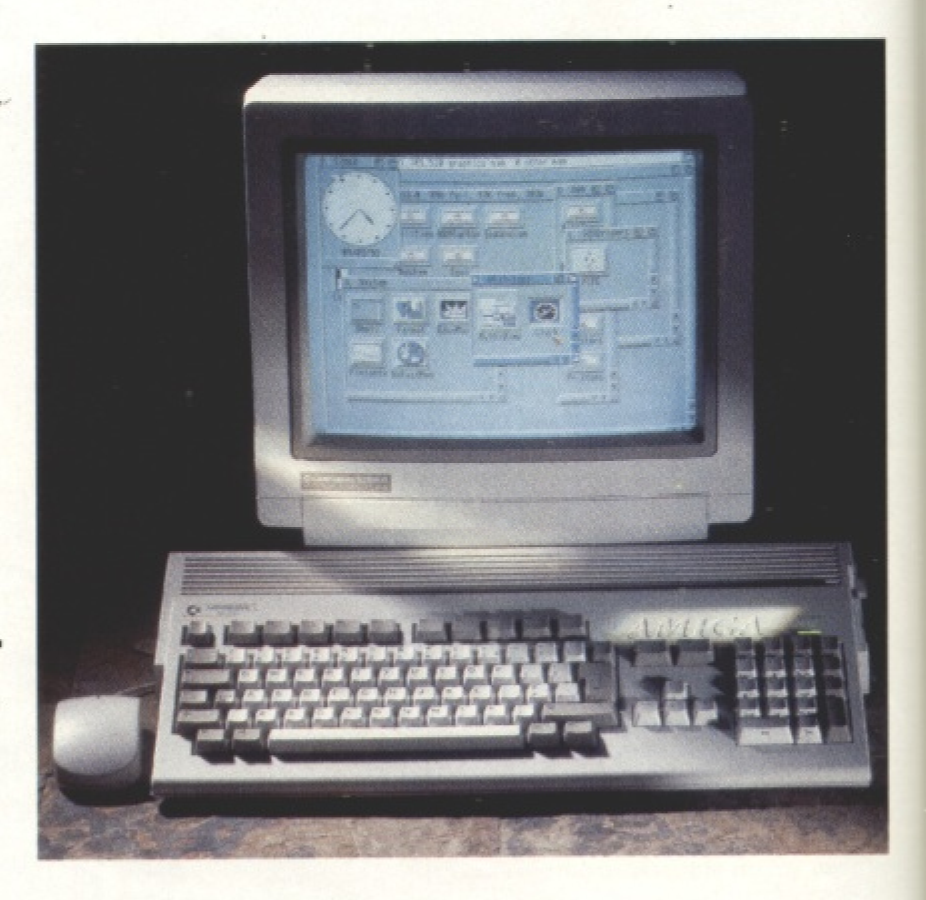
Have you ever been disappointed at all when you heard your music in the finished game?
Yes, on occasions. What you get sometimes is the "We need the music today, it's got to be out by tomorrow" situation and I like to have as much time as possible on my music, obviously. That's part of the reason that Speedball 2 turned out so well because I went to see Eric just after Christmas and we spent a week just tweaking and tweaking it until it was great. Sometimes I receive a finished game back (and I'm not mentioning any names here) and I just don't want to load the game because I know that the brief was kind of half-hearted or things are just not how they should be. I will mention that I thought the ball was too loud in Sensi Soccer, though - are you listening Jon?

You actually get involved with the sound effects as well, like the speech in Speedball 2?
If there's a budget for this I prefer to use real actors for speech like we did on Falcon on the CDTV and Megalomania. I have lots of sound effects on DAT tapes which we use, although I don't have a really good stone-grating noise, so if anyone out there has one then perhaps they can send it in. The 'ice-cream' on Speedball 2 was originally going to be very quiet and subtle but Eric turned it up to the volume we have now. Ask me about Jim'll Fix It.

Er, okay. I hear you've been on Jim'll Fix It recently, do tell us more.
A viewer wrote in to Jimmy asking if he could see how a computer game was produced, so the TV crew took him up to Millennium where I showed him how I write all the game music. I also wrote a special remix of the Jim'll Fix theme in the style of Robocod, mixed with a load of different speech samples from Sir James of Saville himself, which was quite good fun. It should be shown on the special Boxing Day edition.


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It's the machine they've all been speculating about but at last it's here. In fact, the new Amiga 1200 should be in the shops as you read this. What can it do? What does the software industry think about it? What are its chances against the consoles? And, perhaps most important, what price is it? David Upchurch, roving reporter, found out...



AMIGA 1200
The Dream Machine

"This is the most significant moment for the Amiga range since the A500 was launched in 1987. The Amiga 1200 is brand new technology. We're confident it will lead us right through the Nineties."

So speaks a bullish Kelly Sumner, Commodore's MD, at the October launch party for the Commodore A1200. Yes, the long-awaited 'Super Amiga' is finally here and should be hitting the major high-street stores as you read this. Weighing in at a very attractive £399.99 price-point, it boasts the same enhanced chipset that's fitted inside Commodore's high-end A4000 workstation. But what does that mean to you, the consumer? Come tip-toe through the tulips with me and find out...

Commodore A1200: An Overview

Imagine an A600 stretched widthways with a numeric keypad bolted on to fill out the empty space and you've pretty much got the A1200. The reintroduction of the keypad was a wise idea - not only does it shut up all the grumblers who complained when it was removed from the A600, it also makes the the A1200 a visibly new and different machine and one you wouldn't mind paying £400 for. In addition there are a couple of unmarked keys - what they're used for is anybody's guess!

The floppy slot and the mouse/joystick ports are positioned conveniently on the right-hand side of the machine, and round the back there's the usual row of video/communications ports. Sadly, however, the A1200 lacks a large expansion port (like the A600 did), so if you've bought an A590 hard drive or an A570 CD-ROM drive then you'll not be able to hook it up to the A1200.

Speed

The CPU inside the A1200 is a Motorola 68020 chip running at 14.19MHz, double the speed of the A500/600's Motorola 68000. Although this would, at first, lead you think that the A1200 will only run twice as fast as a 'normal' Amiga, it actually performs FIVE TO SIX times faster because the 68020 has a full 32-bit bus to communicate with the outside world. On top of that, the blitter also runs at a slightly higher speed.

Graphics

The A1200 boasts a palette of 16.8 million colours, of which Commodore claim a maximum of 256,000 can be displayed at once, presumably in some sort of 'Super HAM' mode. If this is the case then since such a mode consumes CPU time to generate the display it's likely to have limited application to games.

The 256-colour graphics mode is the one that's most likely to be exploited by games designers, and it puts the A1200 on a graphical par with PCs fitted with VGA. The practi-



A1200 TECH SPECS

And now, for all you Tefal heads out there, we presented the full, uncensored specifications of the A1200...

PROCESSOR:	32-bit Motorola 68020 running at 14.19MHz.
CUSTOM PROCESSORS:	AA multichip coprocessor system (Alice, Paula and Lisa) for video, graphics, sound and DMA.
CHIP MEMORY:	2Mb of 32-bit RAM.
FAST MEMORY:	Expandable to 4Mb of 32-bit RAM via CPU slot, with an additional 4Mb of 16-bit RAM in the PCMCIA card slot.
ROM:	512K.
EXTERNAL INTERFACES:	Mouse & joystick. RS-232 Serial. Centronics Parallel. Floppy drive. 68-pin PCMCIA 2.0 memory card. RGB video. Colour composite video. RF modulator. Stereo audio.
INTERNAL INTERFACES:	40-pin AT IDE. 150-pin CPU local bus.
KEYBOARD:	Integral 96-key.
INTERNAL DRIVES:	3.5-inch floppy drive (maximum 880K formatted). 2.5-inch AT IDE hard drive mounting provided.
EXTERNAL DRIVES:	Up to two compatible floppy drives. Additional drives possible as PCMCIA accessories.
VIDEO DISPLAY:	RGB, analog and digital output; colour composite; RF modulated; interlaced and non-interlaced; up to eight bitplanes. Complies to both PAL and NTSC video standards. Maximum of 256,000 colours on-screen from a palette of 16.8 million.
SOUND:	Four independent voices configured as two stereo channels.

cal upshot of this, in the short term at least, is that PC games can be converted straight across to the Amiga, with no loss of detail or colour. The palette data are stored in sixteen 'banks', each containing sixteen colours.

In addition, the dual-playfield mode has been enhanced so that two 16-colour screens can be overlaid and manipulated independently (as opposed to two 8-colour screens on the A500/600). The palette for each screen can be pulled from any of the sixteen colour banks, the net result being you can have a full 32-colour screen with some amazing parallax effects. Gremlin's Zool, enhanced for the A1200, has to be seen to be believed!

As before, there are just eight sprites. However, their size has been increased so that they can be up to 64 pixels wide and any number of pixels high. The sprites are 16-colour, and again this palette data can be pulled from any of the sixteen colour banks. By overlaying sprites on the 32-colour dual-playfield screen (I hope you're managing to keep up with all this), you can now have 48 colours on-screen with ease!

Sound

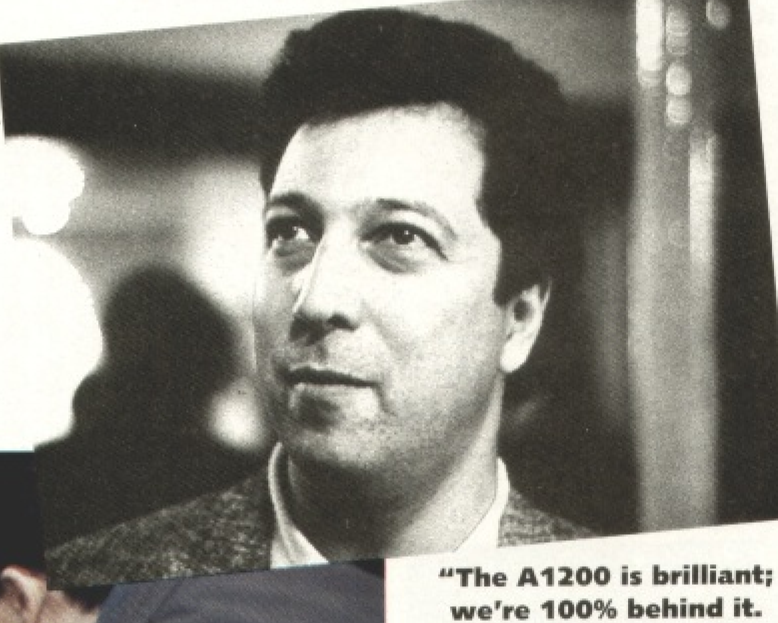
The sound chip is identical to the one that appeared in the A500 and A600, nothing added, nothing taken away. Some more channels would've been nice, but since the Amiga's sound chip is one of the most advanced around anyway, this is no great hardship. After all, if it ain't broke, don't fix it.

Memory & Drives

The A1200 is fitted with 2Mbs of on-board RAM as standard. The drive is the same as the one in the A500/600, a low-density floppy drive formattable to 880K. If the software developers had any real complaint at all it was that the A1200 hadn't been fitted with a high-density drive, which would've permitted nearly 2Mbs of data to be stored on a single floppy.

It appears that this drive format was chosen as a compromise. To keep the machine below the attractive £400 price point, the choice was either an A1200 with 1Mb of RAM and an high-density drive or an A1200 with 2Mb of RAM and a low-density drive. Commodore, having consulted various software developers, decided to go for the latter option.

"It's a sexy bit of kit! The technical specifications are very impressive. We can port graphics across from the Macintosh or the PC and actually make them better!"
Simon Jeffery
Electronic Arts PR Manager



"The A1200 is brilliant; we're 100% behind it. Before Christmas we'll be releasing our big titles with enhanced graphics, but in the New Year we will be doing full A1200-specific games."
Gary Bracey
Ocean Software Director

(Left) The Amiga 1200 in impressive action. But what are its chances aginst the Atari Falcon?

The Final Analysis

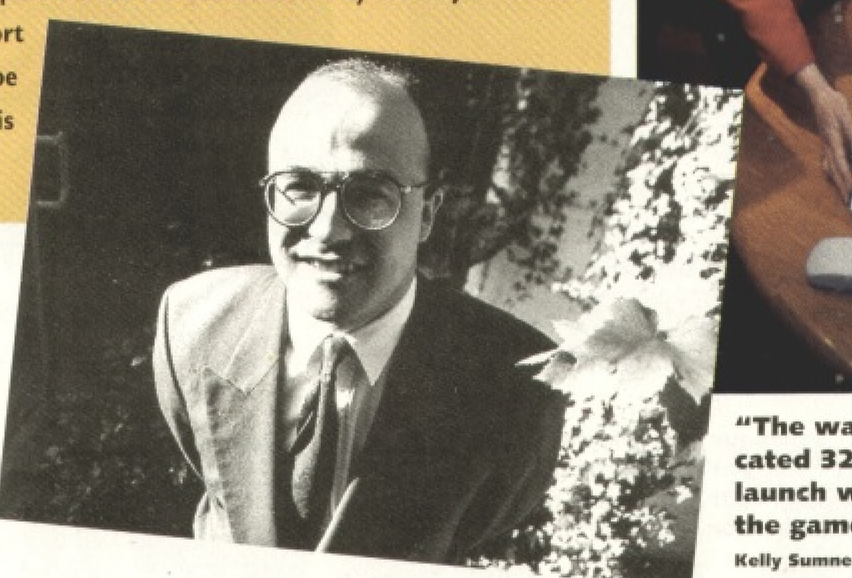
The A1200's technical specifications are simply stunning, making the £399 price all the more incredible. If there's any justice in the world the A1200 will wipe the floor with the competition. The machine's speed and graphic capabilities are frightening; they simply blow the Megadrive and the Super NES out of the water. It even gives a 486 PC a damn good run for its money.

Support for the A1200 from the major software companies is enthusiastic and very positive. There's even going to be top-quality games and utilities available for the machine as soon as the hardware hits the shelves! And in the New Year, when the softcos start devel-



AMIGA 1200 VS ATARI FALCON
THE CLASH OF THE TITANS?

It appears that Commodore see the A1200 appealing, in the near future at least, to the enthusiast sector of the market, i.e. the tinkerers and coders, which places it into direct competition with the recently unveiled Atari Falcon. Although the Falcon's technical specifications are marginally superior to the A1200 (especially in the sound department), it's £499.99 price makes it precisely £100 more expensive than the A1200. More importantly, Falcon software for seems very slow coming. Compare that to the enthusiastic way the major software developers are throwing their support behind the A1200, and there should be no doubt as to the likely winner of this hi-tech battle.



"The way forward has to be sophisticated 32-bit computing. With this launch we're simply staying ahead of the game."

Kelly Sumner, Commodore Managing Director

oping games specifically for the A1200 rather than enhancing existing A500/600 games, you're going to see stuff that will gobsmack you.

It's a shame that it wasn't possible to fit the machine with a high-density floppy drive and keep it under four-hundred smackers, but of the two choices available the 2Mb RAM/low-density drive one Commodore plumped for was probably the wisest. It's also a pity that there's no hard-drive version available as yet, although I wouldn't be shocked to see an 'A1200HD' in the shops by next Easter.

But this is just nit-picking, to be honest. Whichever way you look at it there's no denying that, as EA's Simon Jeffery puts it, the A1200 is "a sexy bit of kit". With Commodore announcing that there will only be 30,000 machines available before Xmas, you'd be wise to reserve a place in the queue as soon as possible. I have!

So where does that leave the A600?
Still very much alive and kicking, is the answer. Commodore is obviously still highly-committed to the A600's success - this Christmas will see the launch of the company's biggest advertising campaign ever. A huge £3.5 million is being spent on advertisements on TV and in national newspapers and magazines. The only way you'll be able to avoid hearing about the Amiga this Christmas is if you spend the festivities down a deep, dark hole.

But the A600 won't be around forever, which is why now has to be the best time to unveil the next stage of the Amiga's evolution. We'll let Kelly Sumner have the final word: "When the Amiga 500 was introduced, the C64 became the entry-level machine. Eventually, of course, the Amiga 500 went mass market. We see the same pattern being repeated again. Now the Amiga 600 is the entry-level machine. But in time the Amiga 1200's user base will broaden from enthusiasts to mass market.

"The way forward has to be sophisticated 32-bit computing. Look at the PC market, where the 486 machine has supplanted the 286. With this launch we're simply staying ahead of the game."



"I'm very pleased that Commodore have made the move with the A1200 when they have. The software industry desperately needs the home computer market to stay buoyant."

Ian Stewart
Gremlin Managing Director

WHEREFORE ART THOU, SOFTWARE?

It always seems to be the same. A new wonder machine comes out and there's b*gger all software to run on it. However, with the A1200 Commodore seems to have got it pretty much right. It's claimed that there will be 15 to 20 titles available before Christmas, all enhanced to take advantage of the A1200's advanced capabilities.

And they're top-name titles, too, such as Gremlin's Zool (which features some stunning parallax effects), MicroProse's Civilisation (which now looks identical to the PC version) and Origin's Wing Commander (which moves like greased lightning).

As for compatibility it's claimed that something like 60% of the games already available will work on the A1200 but that might be Commodore being a little pessimistic. Ocean, for example, has found that of all its titles released over the last 18 months only two don't work with the A1200, namely WWF and, surprisingly, Epic.

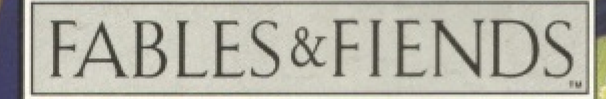
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50	Legends of Valour	US Gold
54	Amberstar	Thalion
57	Rampart	Domark
58	Lethal Weapon	Ocean
60	Air Support	Psygnosis
62	No Second Prize	Thalion
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70	Campaign	Empire
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76	Bill's Tomato Game	Psygnosis
78	Mansell's World Championship	Gremlin
80	Ween	Coktel Vision
82	Premier League Manager	Gremlin
84	Reach for the Skies	Virgin Games

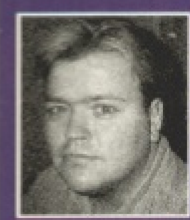
THE SCORES

All elements of our games are rated out of a possible maximum score of a hundred. But what do the scores actually mean?

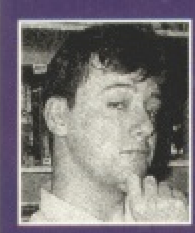
0-25	Rubbish. Offensively low quality.
26-49	Below average. Not acceptable by today's standards.
50-60	Above average. But still plenty of room for improvement.
61-70	Fair to good. Lots of nice points, but in no way perfect.
70-80	Pretty smart. Above accepted standards.
81-90	Extremely good. Top notch impressiveness.
90+	Simply excellent. Breathtaking.

THE OVERALL SCORE

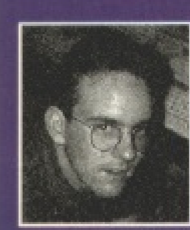
Obviously, at the end of the day, when all is said and done, the Overall figure is the best gauge as to whether the game is any good or not. While representative of the elements, it is not an average of the other scores. That's why it isn't called THE AVERAGE.



DAVID UPCHURCH
The slave driver Editor has been really cracking the boss-type whip this month. Late nights all round have been the order of the day without so much as a free beer or anything. There's rumours of a work mutiny here at The One towers within the next few days so you may notice a few changes in the next issue, I can tell you. Hopefully things will be different and, come Christmas, he'll be dusting down the Santa suit and popping down our chimnies, rosey-faced and pie-eyed (for a change).



GARY WHITTA
It's been a big month for Gary since we last spoke. He's spent most of his spare evenings out down the pub (for questionable reasons) or cheering on Tottenham 'Hot'spurs on Saturdays, for reasons unknown. He calls himself a Spurs fan but when asked to name the colours of their strip on a pub trivia machine, he pressed the wrong button and lost all chance of the Team winning a few bob to supplement their meagre earnings. By the way, presents and Christmas 'tips' to the usual address, please.



SIMON BYRON
Simon has spent most of the last month harping on about the Batman cartoon shown on Saturday mornings. Things have become so bad that he's thinking of changing his name to Bruce Wayne by deed pole. We even caught him wearing a rubber suit and mask the other day, but decided that it's only normal for a country boy to experience 'difficulties' when faced with depressing City life. Still, things could be worse, he could start snogging cats.



ROB CARTER
Anybody would have though that Rob (or Bob, or Sod) had broken a mirror in the past few weeks, judging by the amount of bad luck he's had. His newly aquired flat decided to do an impression of a swimming pool when it rained the other day so he had to shack up with Mike the Tramp who lives at the end of our road (it's high-class around here, you know) and to top it all off was beaten by everybody at Sensible Soccer (including Mike)! Can things get any worse?

THIS MONTH'S FAVES
The games that have helped us make it through this issue with our sanity intact are, in no particular order, Sensible Soccer V1.1, No Second Prize, Sensible Soccer V1.1, the game they call 'Caffeine' taking and, of course, not forgetting Sensible Soccer V1.1.



LEGENDS OF VALOUR

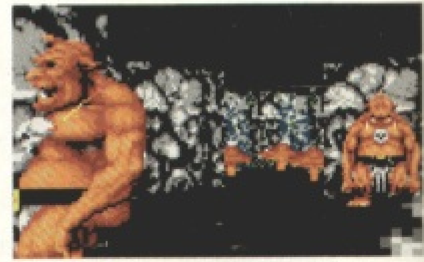
David Upchurch considers his game-reviewing skills to be the stuff of legend, so who better to test US Gold's ground-breaking fantasy RPG?

I don't care what you say. As good as games like Eye of the Beholder and Dungeon Master were, you never truly felt like you were really down there in the depths, fighting hideous monsters face-to-face. All that jerking backwards and forwards and those disorientating 90° turns - it felt more like you were on some bizarre Ghost Train ride instead of exploring a perilous underground labyrinth.

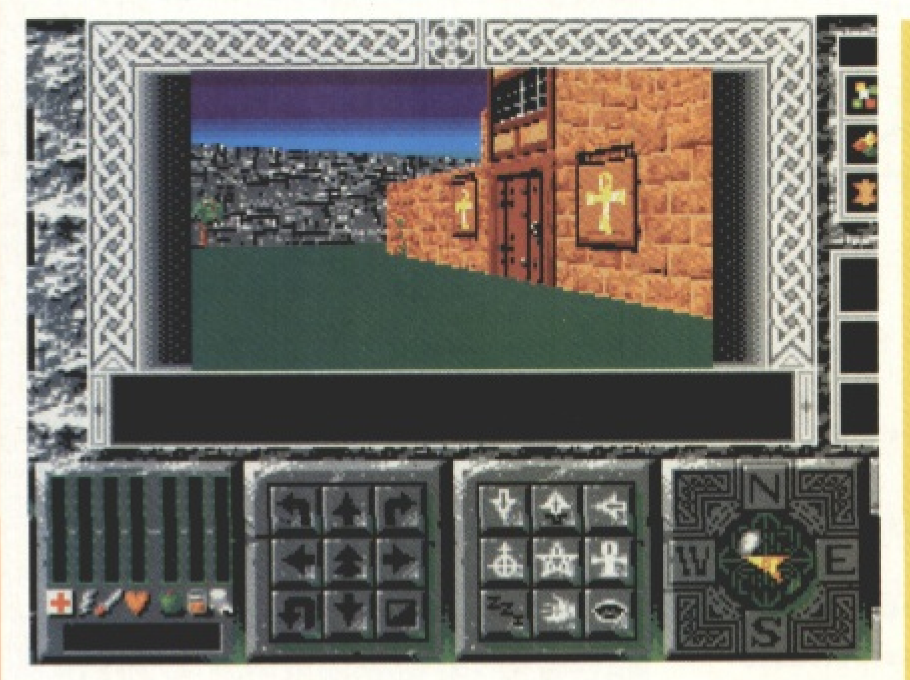
But that's all set to change with Legends of Valour. Using a revolutionary new first-person 3D technique, it allows you to wander around the game world with total freedom, just as if you were actually walking around it yourself. And the good news is that Legends of Valour isn't just a pretty face - there's a good solid RPG behind the surface gloss.

The game's all set in the city of Mitteldorf, a trading post on the island of Wolfbrood. The player starts off as a wide-eyed young adventurer (or adventuress - there's no sexism here) who's just wandered into town in search of excitement. And there's plenty to be had - the city is full to overflowing with strange characters and gruesome monsters. If you've got a bit of a weak heart then I'd advise you to steer well clear of Mitteldorf!

At first the player starts off with a bare handful of Gold Pieces to his name, but by enlisting into one of the many Guilds and embarking on a few quests fame and fortune can be soon be earned. And, if the player works hard, they may even encounter a giant fire-breathing dragon or end up summoning a demon from Hell! Who said town life was dull?



The Trolls live in tribes in one of the dungeons below the city. Although formidable foes, they have one very vulnerable weak point. (None-too-subtle hint: Big wobbly bellies.)



One of the first things the wise player will do is join a Guild. Guilds are the source of power - by impressing the Guildmasters with your deeds you can be promoted through its ranks and thus increase your social standing, allowing you access to areas of town forbidden to mere plebs. There are several Guilds around town and the one to join depends on whether the player fancies being a warrior, a wizard, a cleric or a thief. Having paid an entry fee and performed a simple initiation quest, the player can try to complete more difficult quests to earn browny points with the Guild bosses. The nature of the quests varies depending on the Guild - a warriors' Guild will challenge the player with action-based quests while a magicians' Guild will pose more intellectual problems.

COMPLICATED? NAAAH!

Although at first glance Legends of Valour's control and status panel looks a bit complicated, it's actually very easy and intuitive to use. Everything is controlled by the mouse and it's amazing what you can do with a simple couple of mouse clicks these days!

There are three major magical items to find during the game, each of which has a beneficial effect on the character's performance. As they're collected they appear in these boxes.

Shows any items which are lying near the player's feet. They can then be picked up with a simple mouse click.

Accesses the SAVE/LOAD menu, and things like sound on/off, etc.

Status panel showing the player's general health, hungriness, thirstiness, injury level and so forth.

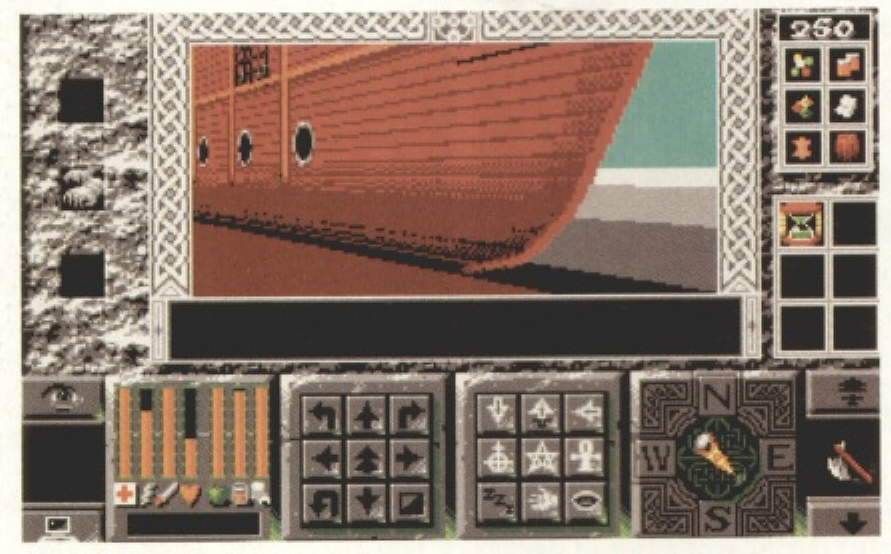
Moves the player's character around the gameworld.

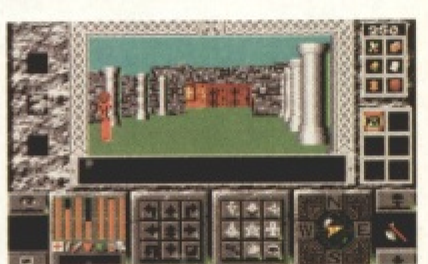




(Left) Fights can be started in a number of ways - by getting caught pickpocketing, by insulting somebody or most simply by poking your sword in someone's face. Three icons control the action; one slashes, one jabs and other delivers a crushing blow. The nice thing is that as you fight you can actually see your weapon in action on-screen (or your fists if you're not holding a weapon). Different creatures have their own specific weak points, which you can exploit by using the right type of attack. If you're not the violent type you can let the computer hack away for you, but it won't pick out the opponent's weaknesses as well as you might.

(Right) During play a schematic of Mittledorf can be called up at any time, which shows a bare-bones map of town with the player's position indicated by a tiny flashing pixel. Provided with the game's packaging is a large poster-sized version of the map, the idea being that as the player explores and learns where the landmarks are he can note them down on the map. Handy, eh? And if you want to find such sights as this trading ship, which is hidden deep inside the Dwarf Ghetto, its use is absolutely essential.





There are a variety of ways that the player can guide his character around. It's quickest to use the mouse - click with the right mouse button and the pointer disappears; the player's character can now be rotated by moving the mouse and made to walk forward by holding down the left mouse button.



Indicates how many Gold Pieces and valuable trading commodities the player is carrying.

Indicates the six items the player is carrying. Items can be swapped between the player's hand and this inventory with a mouse click.

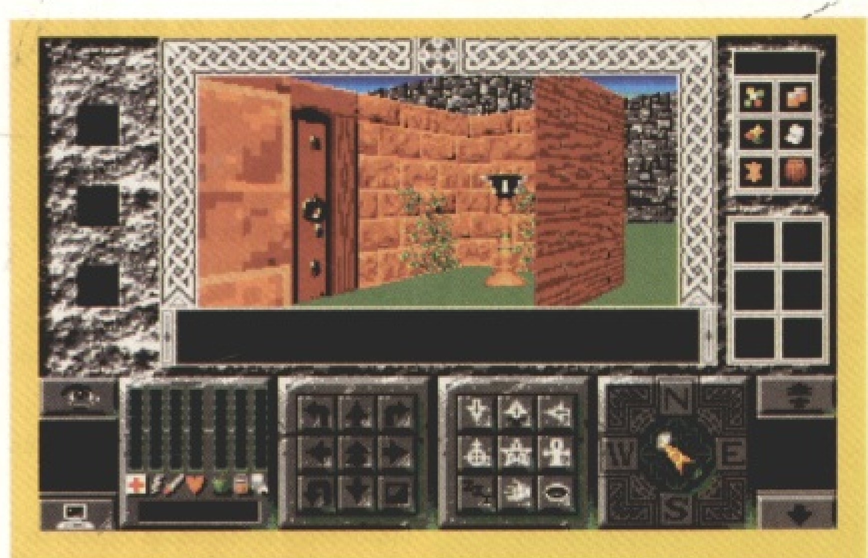
Throws whatever is in the player's hand.

Displays the item currently in the player's hand.

Drops whatever is in the player's hand.

Calls up the character status screen.

The top row of icons accesses all the combat moves. The left icon on the second row brings up a map of town, while the other two control spells. The bottom row icons allow the player to sleep, to use an object and to talk to someone.

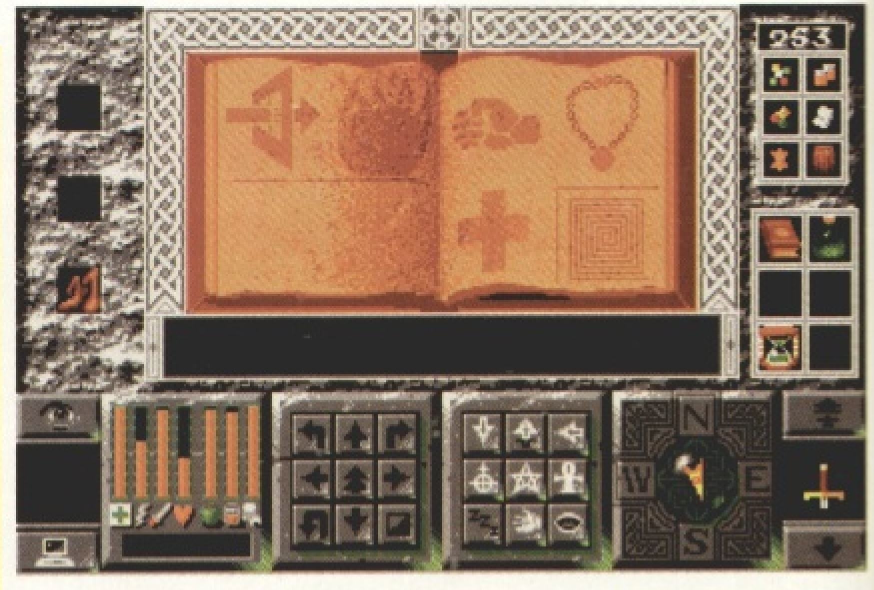




The player can adjust the physical size of the graphic window to increase the speed and smoothness of the image update. This can be very useful if you want to get across town quickly and actually know where you're going. Novices, however, would be advised to stick to the large window size until they've got their bearings. If a fight or a conversation starts, the window immediately expands to full size to show off the character and monster animations at their best.

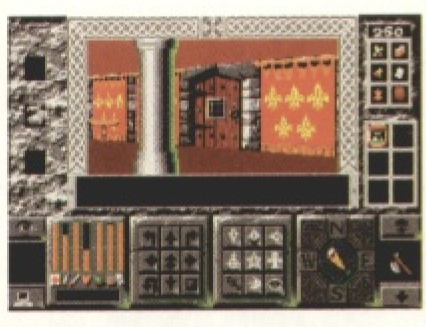


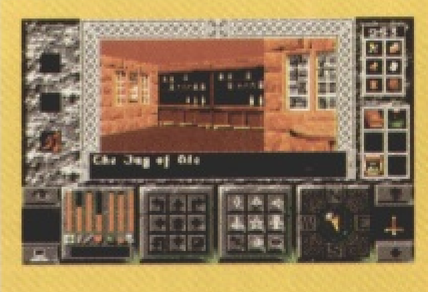
In the casino and most of the inns you can try your hand at a bit of gambling, if you're feeling lucky. There are several games to choose from but the most popular by far is Roach Racing. Just click on a roach to place a bet, set the game in motion and sit back and cheer your insect on. Although it offers a bit of light relief from the pressures of life in the city, gambling's no alternative to hard work if you want to make some serious money.

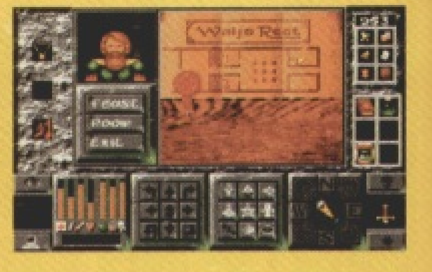


(Right) You can have a chat to the people you meet by hailing them down with a friendly "Hey!'. Over they'll pop and the noble art of conversation can commence in earnest. By clicking on icons the player can choose to ask one of two types of question, either 'What is...?' or 'Where is...?'. A list of names and topics to choose from then pops up. This list grows during the game as the player explores and find out about new characters, locations and items. If you're feeling a bit feisty you can insult the person you're talking to or even try to pick their pockets, although you should be prepared for possible violent repercussions...





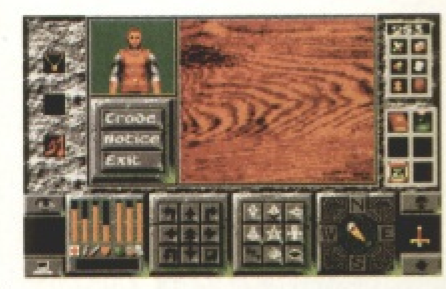


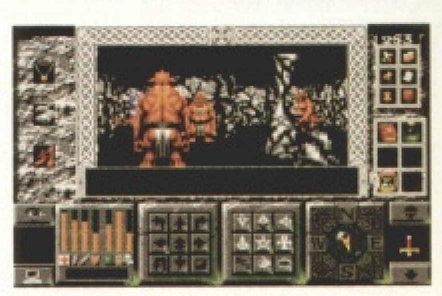


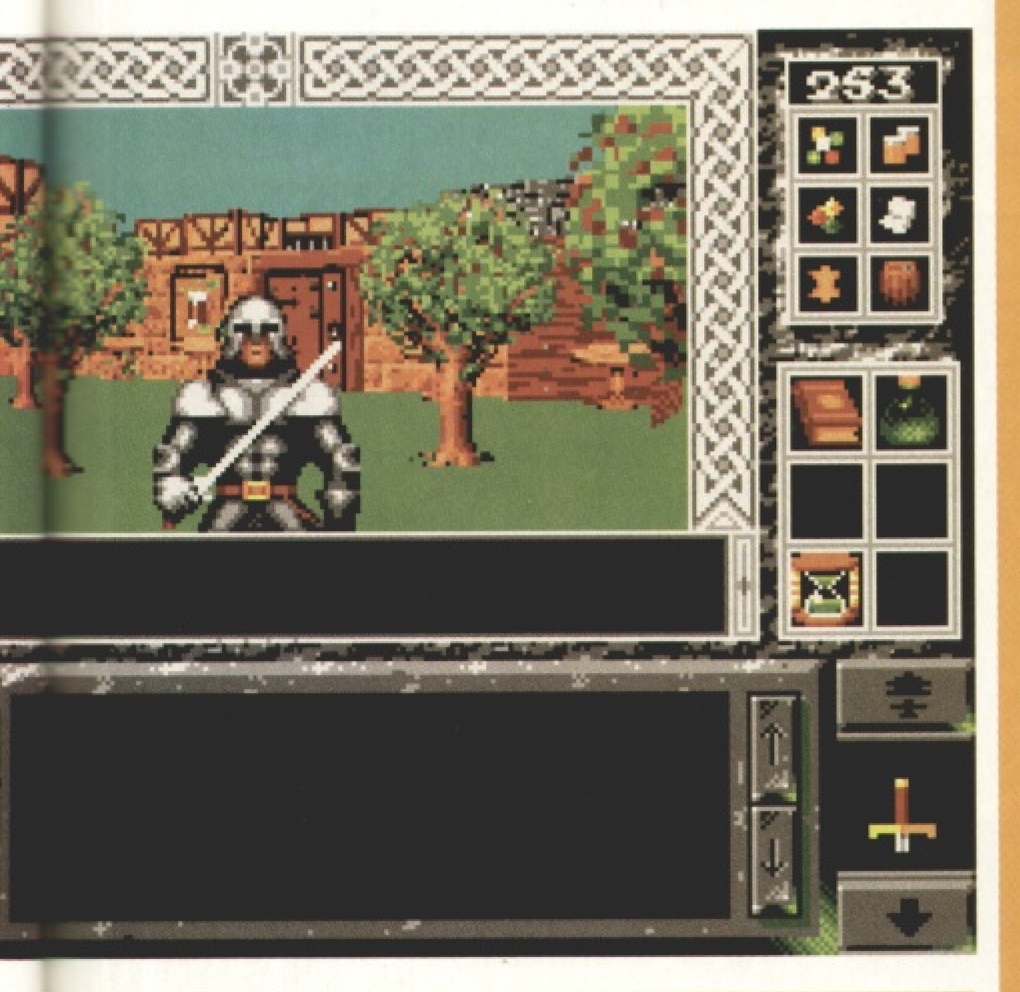
When you first enter Mitteldorf the first thing you should do is seek out an inn and rent room and board for the night. Not only is sleeping in the street cold and uncomfortable, it's also illegal and you'll probably get mugged or worse - they're nice people, the Mitteldorfians. Your room also provides a safe place for you to store all your valuables - the chances of a thief breaking into your room are minimal, whereas the dangers on the streets are huge.



(Left) If the player becomes initiated into either a magic user's or cleric's Guild then they'll be presented with their very own spellbook. The book can be called up at any time during the game and a spell cast simply by clicking on its icon. At first the book contains just two very basic spells but as the player progresses through the ranks of the Guild more spells are added up to a maximum of eight. The spell effects allow the caster to do anything from passing magically through a locked door to casting lethal fireballs. Although the spells available are all fundamentally the same irrespective of the Guild joined, their potency and effectiveness can vary wildly.











While at the inn it's a wise move to stock up on plenty of health-restoring food and ale. Each of the inns has its own specialities and some cook them better than others, with a consequently better effect on your vigour. Also, don't forget to check out the local noticeboard, which is where you'll be able to pick up some interesting information and learn of possible errands that need running (for a cash reward, of course).

THE VERDICT

Thank God! At last an RPG that really does offer something new and exciting instead of the usual check-list of X locations, Y non-player characters and Z magic spells (yawn!). Visually Legends is nothing short of breathtaking - the player has total freedom to go where ever he or she pleases. Until you've seen the 3D in action it's hard for words to explain just how exhilirating the experience can be. Even with the 3D graphic window at maximum size the game is still surprisingly fast and smooth, although there is a slightly annoying 'rippling' effect as the screen updates. However, this is a small price to pay for all the other benefits of the system, and it's something that you don't even notice after playing for a while. The excellent use of 3D extends to the combat as well - at last you can actually see your sword blade or axe head hitting home, and the animation on the enemies is superb. But good graphics don't make a good game, so it's good to report that Legends is a cracking RPG to boot. It was a wise move to have the player control a single character as opposed to a party - it makes it a lot easier to become immersed in the game. Legends is more action-orientated than the likes of Beholder, although there are plenty of puzzles and conundrums to keep the more cerebral players happy. As a game Legends is beautifully structured, so that as the player grows in experience and power new tasks and different areas of the gameworld are slowly revealed, ensuring that the player is constantly being presented with fresh challenges and surprises. It's all a little bewildering at first (but then which RPG isn't?), but there are plenty of heavy hints provided by the people you meet as to what you should do and where you should go next so you never feel that lost. Legends is nothing short of a revolution in computer role-playing, and has become the standard by which future additions to the RPG genre will be judged.





AMBERSTAR



Meet any monsters and you're given the option either fight or flee. Choose to fight, and a tactical grid appears to the right of the main graphics window. The player and computer then take it in turns to control the party and the monsters respectively. During each turn the player can make a party member either attack, defend, move or, if the character's in real trouble, flee.

Thalion's new RPG has taken Germany by storm, but will it repeat that success over here? David Upchurch finds out.

One day, you know, somebody will be brave enough to write a fantasy RPG starring characters with nice normal (and easily pronounceable) names like Ron or Frank or Nigel. However, until that time arrives, we'll have to put up with games like Amberstar, where names such as Mylneh, Marakahn and Thornahuun are quite happily banded about. They may sound mysterious and exotic, but you try saying them after a few pints of pop.

Amberstar's plot is far too convoluted (and too full of those long, funny-sounding names) to detail fully here. However, suffice to say that there's a mad wizard at large and the only thing that can possibly destroy him is the magical Amberstar. However, long ago the Amberstar was shattered into thirteen fragments, all of which are now lost or in the possession of some fiend, so what's needed is for some plucky young lad (or laddess) to take up the gauntlet and go on a quest to collect and recombine them all. Now I don't mean to be funny, but I think they're talking about you.

In play, Amberstar comes across as a hybrid of Ultima VI and Eye of the Beholder, mixing the depth, character interaction and size of the former with the first-person 3D immediacy of the latter. A recipe for disaster? Let's find out, shall we?

Towns are very handy, not only as a source of gossip and adventure but also as a place to pick up extra adventurers for your party. In addition, there are various warrior/magician/thief Guilds to join, and membership of one or more of them is essential if you're to make any real progress in the game.



A large part of the game takes place from this perspective. As your party, represented by a little man, explores the gameworld the screen scrolls to follow his progress. Anyone who's played Ultima VI or similar RPGs will know the style. There are some nice touches - you can only see things in your line of sight, for example.

Talk to a lesser individual and a simple text box will pop up in which they'll say whatever they want to say. However, talk to major characters and you can have a proper chat by selecting 'key words' from a list of topics. As you talk, more key words are picked out of the characters speech and added to the list, so that these subjects can, in turn, be asked about.



THE VERDICT

Trying to create a full-blown RPG with the instant appeal of something like Eye of the Beholder is a nice idea but it doesn't quite work, sadly. The main problem is that the 3D bits are by-and-large redundant - the graphics are unattractive, direct interaction with the 3D environment is minimal and if you meet anything to fight it's all sorted out on a tactical map, so why bother? Personally I'd rather have stuck with the top-down view used in the rest of the game all the way through. My other main grumble lies with the ocassionally unfriendly player interface. It's slightly overcomplicated and not particularly elegant, and it takes a good few hours before you get used to its quirks and peculiarities. However, these criticisms aside, there's lots to enjoy in Amberstar. Although a huge game, there are few dull patches where there's nothing much going on. No matter what your predicament, there's always something new to see or do. It's perhaps a bit too easy to get killed when you start off, but once you've got some semblance of a party together and joined a Guild or two things really pick up. Amberstar's not going to appeal to everybody - although with a little more design forethought it might well have done - but ardent RPG fans should easily get their money's worth out of it.

Publisher: Thalion
Developer: In-house

£29.99 Out Now

Mouse

MEMORY	DISKS
1Mb	3

GRAPHICS	76%
SOUND	83%
PLAYABILITY	79%
LASTABILITY	84%
OVERALL	78%



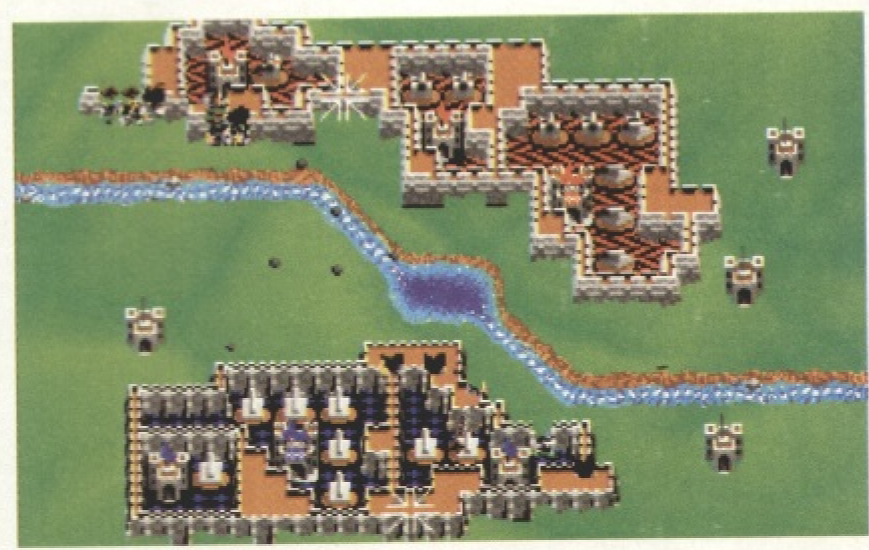
In the two-player game, each player selects a 'home castle' from those available. The computer then builds a simple perimeter wall around it and each player plonks a handful of cannons in the castle grounds. It is only after these preliminaries have been taken care of that battle can commence.

RAMPART

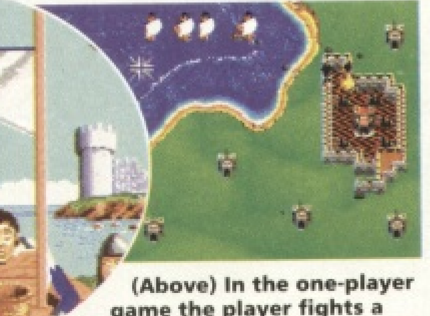
Cross Tetris with Operation Wolf and what do you get? The latest in Domark's ever-expanding line of Tengen coin-op conversions, that's what. Gary Whitta girds his loins for battle

'Ramparts.' Sounds a bit rude, doesn't it? Well, actually no because the ramparts we're talking about here are those that make up the walls of ye olde medieval-style castles. Converted from the popular Atari coin-op, the basic idea of the game has you and a pal, as warring land barons, blasting away at each other's castles with mighty cannons while expanding your own domain so as to muscle out the opposition. It might sound like Populous or some other such 'God' sim, but it's not - what you have here is a simple cursor-controlled arcade blaster with the strategy provided by the need to repair the castle and expand your territory between battles.

In the one-player game there's more of a progressive element, as the player attempts to fight off a computer-controlled invasion force (sailing in on boats and dropping off land troops) over a series of coastal battlefields. Let the battle commence!

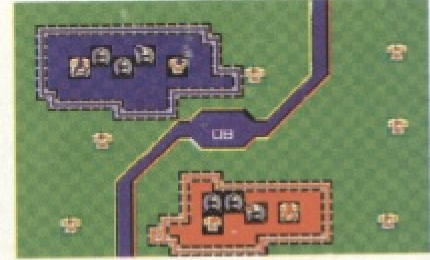


With castle walls set up and defences organised, it's time to knock seven bells out of each other. Each player has a crosshair used to aim the castle cannons - simply aim and fire, but remember that each cannon can only have one ball in the air at a time. Castle walls are the main target since the castle itself can't be damaged, but the cannons are also worth a shot at - knocking one out forces the opposition to replace it if he's to have equivalent firepower in the next round.



(Above) In the one-player game the player fights a fleet of enemy battleships fast approaching the coast. There's the usual exchange of fire as castles and ships blast away, with the player progressing if all ships are destroyed before they reach the coast. If any do, however, they drop off land forces which won't hesitate to take your castle if you don't rebuild those walls in time.

(Inset above left) The penalty for failure is death - by guillotine!



Once battle has ceased the castle-rebuilding phase begins. Each player must fill the gaps in their shattered walls by slotting in wall sections of varying shapes à la Tetris. In the short time given, the wall around the castle must be completely sealed, no matter how odd it looks, else the castle is taken and the game ends. BUT - and here's the clever bit - quick-working players can branch out and build new walls around the neighbouring castles in their territory, thus expanding their empire.

THE VERDICT

Publisher: Domark
Developer: The Kremlin
£25.99 Out Now
Keyboard/joystick/joypad

MEMORY	DISKS
512K	1

GRAPHICS	68%
SOUND	76%
PLAYABILITY	70%
LASTABILITY	66%
OVERALL	68%

Having never seen Rampart in the arcades, I can't make comparisons between the original machine and this conversion - but I can say that it rates as one of the strangest games I've seen. You'd never expect its two main gameplay elements - simple cursor-based blasting and Tetris-style block-slotting - to go hand-in-hand, but to some extent it actually seems to work. That said, the one-player game is a washout - it's just far too hard and the degree of accuracy required to hit the enemy ships is simply too much to expect from a mere mortal. However, it's in the dual-player head-to-head mode that the game works best, but even then it suffers from annoying flaws. I've no quibble with the cannon-firing battle rounds; they're frantic and fun. It's the wall-rebuilding phase that causes so much irritation. The basic problem is that the time limit is SO short that most of the time it's simply too difficult to rebuild the walls around your own castle, let alone worry about expanding. The finnicky control system, which has a bad habit of dropping pieces where you don't want them, doesn't help either. It's a shame - if the execution had been just a little better, this might have been a real winner. Players may get some mileage out of the more forgiving two-player game but those planning on playing it solo should, quite simply, find something better to do.

"Hey Dave, it's a new movie tie-in from Ocean!"
"Yeah, let's just wait until the professionals arrive."
"What say we take a look at it ourselves?"
"Whitta, you crazy mutha!"
"Come on Dave, loosen up!"
"I'm too old for this sh... (etc, etc)"

LETHAL WEAPON

The Lethal Weapon licence is one of the longest-awaited in computer game history, having first been touted after the original film's appearance way back in 1987, and reputedly signed up by almost every software under the sun since then. But it took this year's release of the third movie in the series, and its subsequent slaughtering of box office records, for those mismatched LA cops Riggs and Murtaugh to be finally deemed lucrative enough characters for Amiga adaptation. The perpetrators? Who else but good old Ocean, purveyors of finest-quality film tie-ins since 1889 (or something).

Having flirted briefly with alternative approaches to film conversion (RoboCop 3 being the most notable example), Ocean has reverted to type for Lethal Weapon, translating storylines from each of the three films into platform-based escapades based around the two main characters. Well, if it can work for The Addams Family, RoboCop 2 and Hudson Hawk, it can't fail to work here... can it?

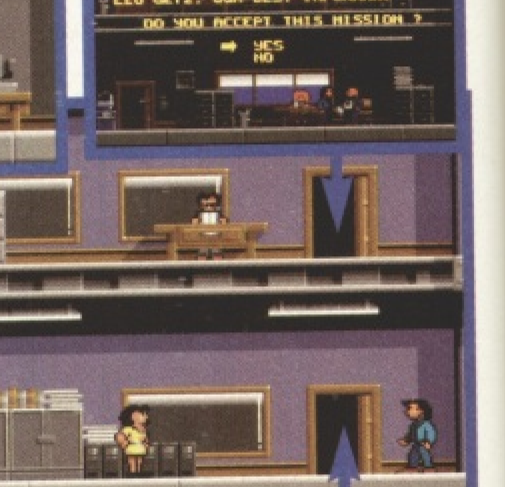
CALL THE COPS!

Lethal Weapon begins here, in the police station, from where the player can do all manner of top things. Unfortunately you're not allowed to draw your gun or interact with any of the leggy lovelies on display, so that's some potential fun out of the window straight away, but never mind - let's see what you CAN do...

Lethal Weapon in fact boasts five missions, but you can only access the first three at the start of the game. The other two are classified and lie beyond this locked door...

The Computer Room allows the player to enter an access code, so you can carry on a mission from the level you last reached.

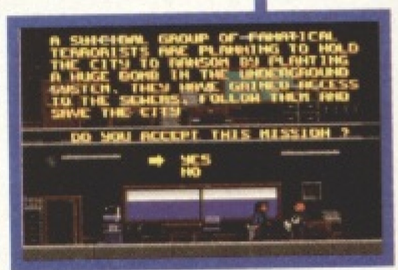
Riggs and Murtaugh's comic sidekick Leo Getz has been kidnapped by the baddies and is being held hostage in an old abandoned factory in Mission 3. As he's the best snitch the department has, it's up to you to go and get him back.



In Mission 1 a bunch of drug-dealing do-badders are trying to smuggle their ill-gotten gains out of the city at the local docks. It's up to you to go down by the riverside and take out Mr Big. Once you've read the briefing, you can decide whether or not to accept the job.

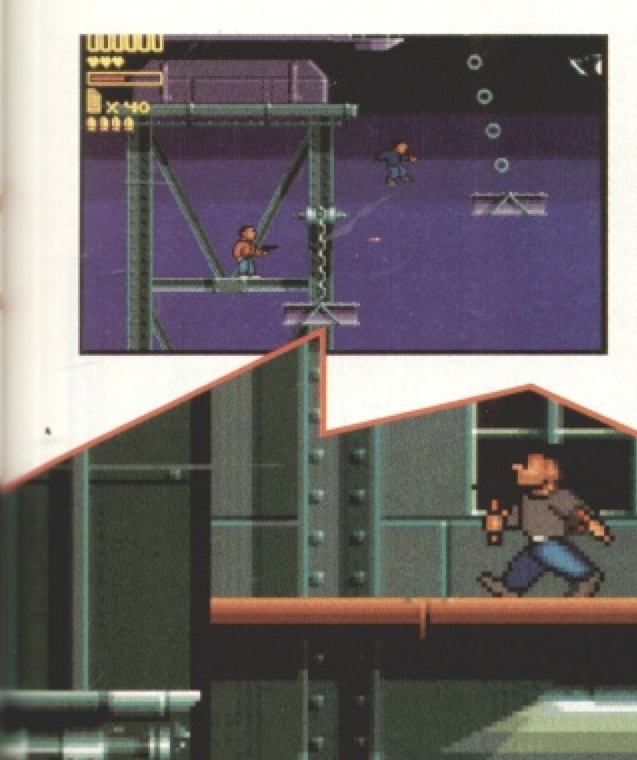


Walk into the Locker Room to switch characters from Riggs to Murtaugh or vice versa. It's purely a cosmetic change, as both characters are identical gameplay-wise. It's just a question of who you like best - Mel or Danny. While Riggs looks good in his demin jacket and jeans, Murtaugh looks like he's just been dragged out of bed in his scruffy tracksuit. Shouldn't he be wearing a shirt and tie?



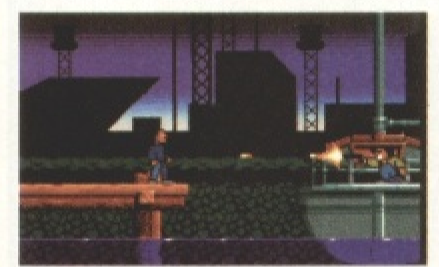
Mission 2, and this time a fanatical terrorist group is threatening to blow up Los Angeles with a giant bomb that they've managed to hide in the city's sewers. Stick a clothes peg on your nose and get underground to capture the madmen and defuse the device.





Although Lethal Weapon isn't quite as platform-based as, say, The Addams Family, there are plenty of Mario-esque elements. In the dockyard on Mission 1, for example, the player must negotiate this very improbable set-up of moving girders and swinging chains in order to make progress. Many of the jumps have to be pixel-perfect, and with long falls sapping energy there's little margin for error.

Entering doors takes you into new areas - and introduces you to new dangers. Take these fellers, who lob sticks of highly-explosive dynamite at you - very nasty. For some strange reason, the many nondescript barrels in the game explode as well, but only when shot or punched. The explosions harm you, but not the bad guys. Weird.



Riggs and Murtaugh each have a pistol that takes six bullets in a magazine. It may not seem like much, but fortunately you've got loads of magazines in reserve and there are plenty more to be found lying about the levels. Also, keep an eye out for magnifying glasses that award a points' bonus and hearts that top up your energy.

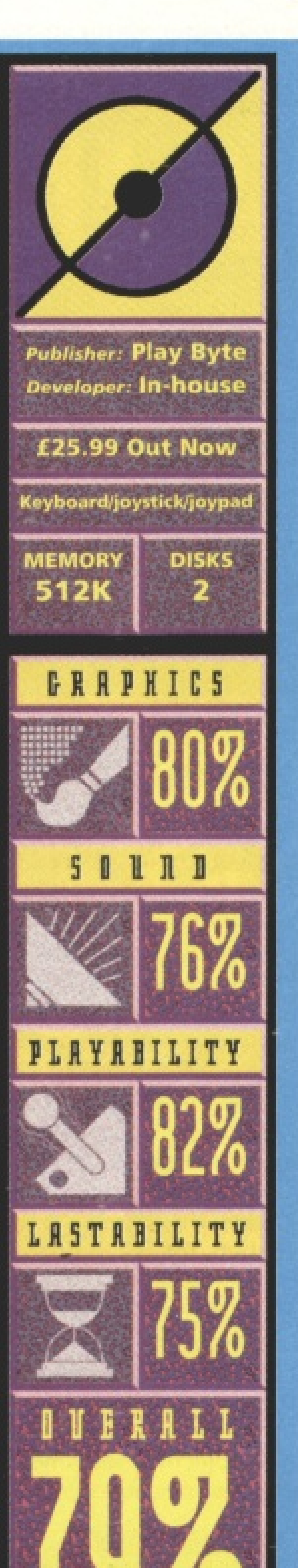


If you run out of ammo or an enemy gets too close, the pistol is discarded in favour of Mel/Danny's martial arts skills, with karate kicks and punches replacing the more satisfying bullets. Apart from kung-fu fighting, the player's athletic abilities include ducking to avoid bullets, climbing ladders and ropes and, of course, jumping from platform to platform.

Down in the sewers on Mission Two, and things are starting to get a lot tougher. Now the baddies are kitted out with some real hardware, including rocket launchers and flame throwers! There are no extra weapons available, so you'll just have to make the best of it against increasingly-difficult odds.

THE VERDICT

Lethal Weapon is a game that I both like and dislike. On the one hand it's a competent platform-based arcade actioner. On the other it's a shocking waste of some potentially explosive licensed subject matter. Strong on comic-book characterisation and big explosions, the Lethal Weapon movies have always been perfect for action-game interpretation. A police storyline with two very different main characters - there's oodles of potential there. Unfortunately, Ocean's game makes little use of the wealth of available material, taking the two leads and giving them irrelevant and uninspired platform landscapes to run around in - in gameplay terms, Lethal Weapon is hardly any different from Hudson Hawk, Navy Seals and a handful of other by-the-book film conversions. That said, it IS a playable-enough game in its own right, if a little too tricky in places, and it would have been nice to have more control over the main character. Graphically everything is fine, and the music is typically impressive (although not a single bar from the film score has been used, which is a shame) but you can't help but feel that so much more could have been done. Basically, Lethal Weapon is a game that suffers from a lack of imagination, and sadly another production-line offering like this won't do Ocean's reputation many favours, especially when they were just starting to put out some decent games again. This may sound harsh, but bear in mind that, if you forget about the tie-in, Lethal Weapon is a good action game offering plenty of entertainment for platform fans. As a film adaptation, it's a wasted opportunity.



As per usual with Psygnosis, the scene is set by a flashy ray-traced 3D animation, showing aircraft scrambling from their hangars and taking off. All very impressive, but rather short - what you've come to expect, basically.

AIR SUPPORT

A simulation of a simulation, eh? Well, Gary Whitta will try anything once...

You kids don't know you're born. All these rounded, bezier-curved, Gouraud-shaded filled polygons prancing about the place. I don't know, when I was a lad we had to make our own entertainment. Our polygons were never filled. No, you could see right through them, like they were made from bits of coathanger. 'Wireframe' they were called, and they were a right old mess, let me tell you. None of this 'filled-in' luxury you kids get these days. And the local bobbies weren't afraid to give you a good clip round the ear. And as for this new-fangled 'instant' gravy...

If you're a bit of an old fogey like some of us on The One, you'll remember the days of wireframe 3D. Starglider, Elite, Star Wars... Ah, they were great days. Of course time moves on - although not, apparently, so far as Psygnosis are concerned. The company's latest, Air Support, features precisely the same ropey old wireframe polygons that we all grew up on. Of course, they never did my grandad any harm, and if they're good enough for him, they're good enough for me. Or are they?

Technicalities aside, Air Support is sort of a 3D/strategy/flight sim thing, set in the far future where real war has been abolished and all disputes are settled on computer-simulated battlefields. The player, having just been accepted into the academy which trains the simulation operators, is taken through a series of training scenarios, then out into the 'real' world to fly actual missions using a variety of air- and land-based craft. Although mission objectives vary, most of the action centres around defending your own command centre while laying siege to the enemy's.

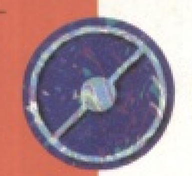
If it's a more action-packed experience you're after, you can take direct control of any of your vehicles and do battle with the coloured climbing frames (sorry, I mean enemy battle craft) personally. Depending on the type of craft under your control, there's a wealth of weaponry and options at your command, with spaghetti-like menus and HUD displays jumping about like there's no tomorrow. Ooh, and don't forget the 'real' 3D mode (complete with cardboard coloured glasses) which unfortunately doesn't work at all. We tried turning the lights off, squinting, the lot, and all we got was sore eyes.

Much of the game is played on this static map screen, which displays all structures and vehicles of strategic interest. It's from here that waypoints and instructions are doled out to your ships. In theory it's possible to run an entire campaign without ever looking at the 3D and leaving the ships to follow your orders on autopilot.

THE VERDICT

Sorry? Did we just go back in time to the late Eighties and nobody told me? Or is it just that the 3D 'graphics' in this game are hopelessly outdated and completely inadequate by today's standards? Something tells me it's the latter. Of course, graphics maketh not the game, but it would have been nice to have had SOME instead of the pathetic and jerky dots and lines that make up the combat landscape here. It's been a while since I saw a game that looks so bad it positively puts you off playing it, but Air Support is one such game. The primitive feel is enhanced still further by the hopeless CLI Amiga-speech accompanying the front-end menu screens. Of course, all of this might have been forgivable had the game itself been a strong one. Unfortunately it never really comes off either as a strategy game or a combat simulator, in both cases essentially because things are presented so poorly. Information is muddled and confusing, and it takes a force of effort on the part of the player to figure out what exactly is going on at any given time. To be fair to the game, there's a lot more to it than can be explored in any depth in the space allowed here, but none of it is really that interesting. Sure there's lots of stuff to do, but everything is so slow and unappealing that there's little incentive to try any of it. Air Support suffers because the game is unsure about what it's trying to do. Is it a strategy game? Is it a 3D combat game? It simply can't decide so it tries to do everything at once and, as a result, ends up doing nothing particularly well. For dejá vu fanatics only.





NO SECOND PRIZE

With the Amiga still without a REALLY decent motorbike racer to call its own, can Thalion's much-vaunted effort fit the bill? Gary Whitta gets his motor running, or something

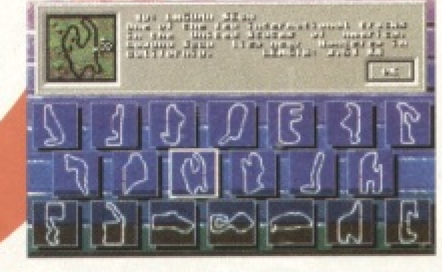
Funny, isn't it, that while the Amiga has car-based driving games coming out of its beige plastic ears, it's a bit short of the two-wheeled variety? Just what is the problem with bike sims that the only really memorable example on the Amiga is the excellent Super Hang-On (now nearly four years old)? Admittedly things have picked up a bit of late with Psygnosis' Red Zone and EA's Road Rash, but if truth be told neither are anything to write home about.

The really funny thing is that, if anything, bikes are even more adrenalin-pumping than cars. It's one thing to be safe inside a steel box, quite another to have nothing between you and the road but some flimsy leathers and elbow pads. You can't beat taking a corner at full speed and leaning RIGHT over so you almost kneecap yourself on the tarmac. So why don't we have more bike games, then?

Don't ask me, ask Thalion, who've actually done something about this sorry state of affairs. No Second Prize, a bike racer that sits in that always-difficult midway point between arcade game and simulation, is a serious attempt to prove that just because you've got only half the number of wheels, it doesn't mean you can't have twice as much fun with them..



No Second Prize's storyline - for what it's worth - tells of a rip-roaring custom-made motorcycle that's been left to you to ride in a unique racing season with five other flambouyant riders. Before racing, the player chooses from one of the six characters on show - two gals and four fellers, each with their own personal history and racing characteristics. These people are not professionals, but rich playboy types with nothing better to do than risk their lives at 300mph on the Grand Prix circuits of the world. The silly sods.

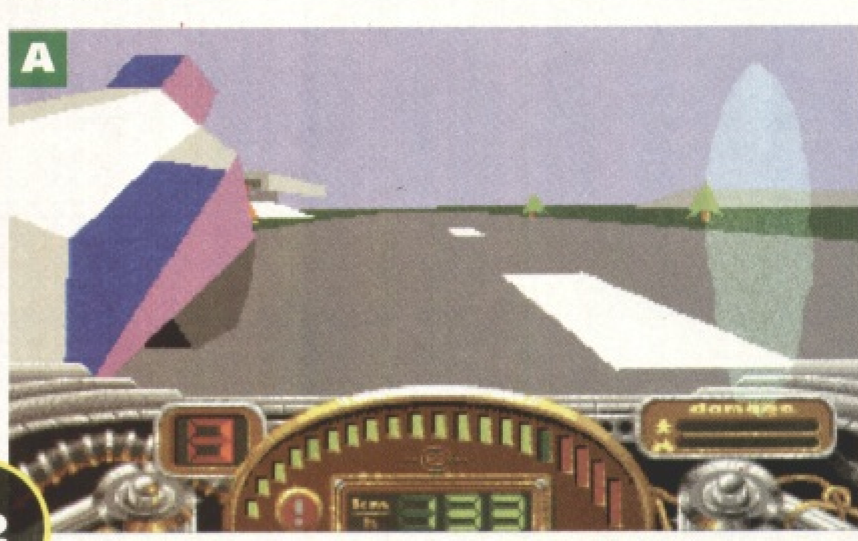


Having selected a rider, you can choose to practice on any of the game's 20 tracks from around the world (all modelled on their real-life counterparts, of course), or take on the epic 26-race season against the other playboy speed freaks. Click on any track to read a short piece about its layout and features, then hit CHOOSE to go straight down to the starting line. Simple as that.

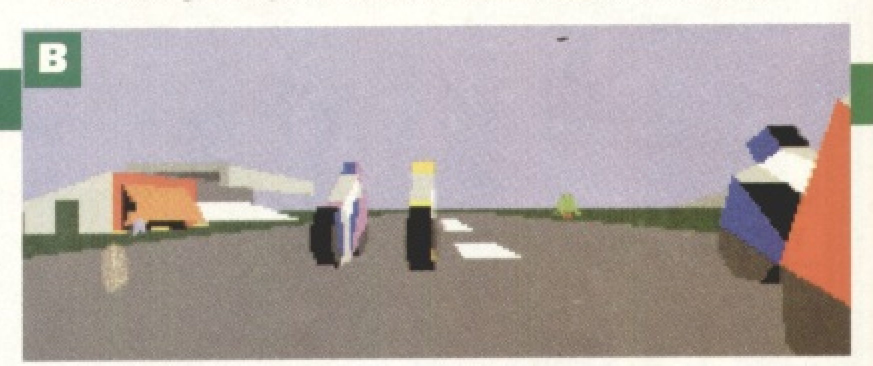
R-R-R-REPLAY!

Four replay modes are available at any time during the race, so riders can review mistakes or watch any memorable moments again. Each mode is based on a different camera position. The standard replay shows the usual first-person view from the bike (A), a second mode gives a tracking shot from directly behind your bike (B), while a third shows the same angles, but from further behind for a wider shot (C). The fourth and final view (D), from a camera mounted behind a 'chase' helicopter that always follows the race leader, is the least useful but the most impressive. Video-style controls allow the player to pause, rewind and fast-forward through any segment of the action. It's useful enough, but likely to be viewed most for its impressive camera angles and graphical effects. Shame you can't control the bike from these exterior views, really.

A



B



C



D







No Second Prize is entirely mouse-controlled. There's no joystick option, because the bike is steered using an analogue method - the more you move the mouse left or right, the further over the bike leans, so you can either take corners gently or scream round hairpins with your head almost scraping the concrete. Gears can be either automatic or manual, and if the control feels too slippery or sluggish you can always adjust it to suit your taste with five sensitivity settings. One word of advice, though - get a decent mouse mat.



Of the other racers on the track, the black/grey ones are just amateur drones put there to get in your way - it's the five coloured bikes you have to beat if you're to win any kudos. Passing them is simple enough but at high-speed it's easy to ram into the back of other bikes by accident, causing damage to both bike and rider - exactly how much you can take before having to retire depends on the stats of your character. Points are awarded depending on your finishing position, with three points for a win, two for second and so on. Whatever you do, don't come last (i.e. sixth) - doing so earns you a minus point.



The relative lack of roadside obstacles in No Second Prize makes it difficult to have any REALLY bad crashes, but the speed and responsiveness of the control means it's all too easy to go careening off the track and get bogged down in the sluggish grass. Getting back on track can be tricky, so there's a thoughtful keypress that repositions you on the centre of the track automatically - albeit in first gear and at a standstill.

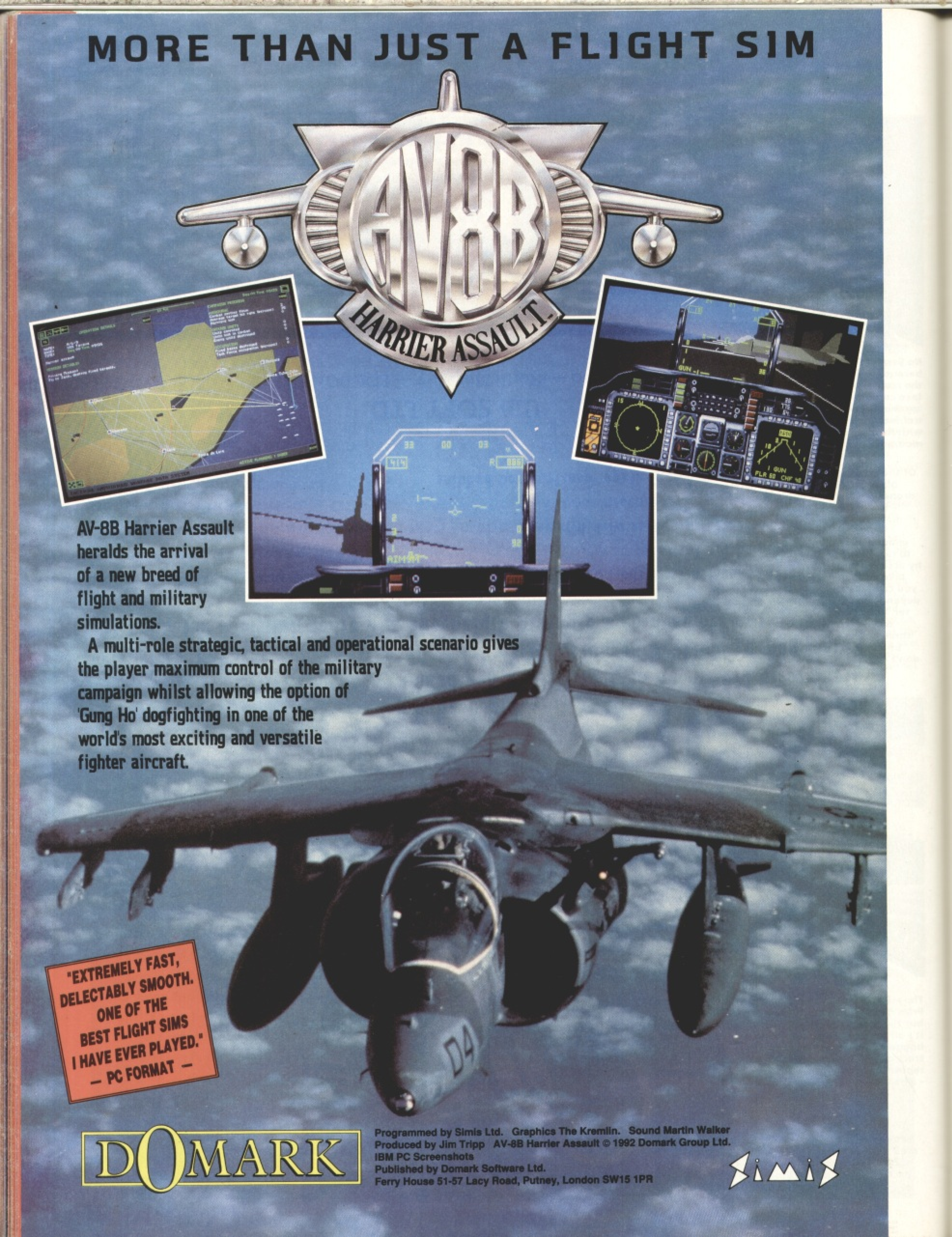


After each race, the whole thing is replayed in accelerated time on the circuit map (also displayed during the race), with coloured dots indicating the progress of each of the six competitors. Lap and track records can be saved to disk and reviewed at leisure.

THE VERDICT

You know you're in for something special when the intro sequence fires up - the camera pans across a mist-shrouded race track at dawn as the music builds, then blasts into a top guitar solo as the bikes scream past. It's very impressive stuff and, for a change, the actual game lives up to the promises that the intro makes. No Second Prize is, without a doubt, THE fastest, smoothest and most playable first-person perspective race game I have played. Considering the amount of 3D detail the game has to deal with at times it belts along at an incredible pace, and - most importantly - the mouse-based control is incredibly responsive and feels just right. Combine the two and what you've got is a game that comes closer to simulating the sensation of high-speed racing than any other game I can think of; many times I found myself subconsciously leaning over in my seat as I sped round a tricky hairpin turn. The other riders behave intelligently and actually look quite good, considering they're made from just a few polygons, and the engine sounds as you roar past them are superb. With twenty tracks, six individual riders and more options than you can shake a stick at, No Second Prize isn't the sort of game to lose its appeal after just a few laps - this is one you'll be getting out again and again. The more I play it, the more difficult it is for me to find any real faults with No Second Prize - it is, quite simply, a brilliant racing game, and one which can holds its head up high alongside classics like Lotus, Formula One Grand Prix and Indianapolis 500.




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Programmed by Simis Ltd. Graphics The Kremlin. Sound Martin Walker
Produced by Jim Tripp AV-8B Harrier Assault © 1992 Domark Group Ltd.
IBM PC Screenshots
Published by Domark Software Ltd.
Ferry House 51-57 Lacy Road, Putney, London SW15 1PR
Simis



TINY SKWEEKS



THE VERDICT

Initially Tiny Skweeks looks as if it's going to blow the so-called socks off all previous puzzlers with its cinematic opening (a real rarity in puzzle games), wealth of options, groovy music and easy-to-use control system (a vast improvement over the traditional to-ing and fro-ing method used in The Power, Atomix and similar slidey-puzzley games). Trouble is, it seems as if the programmers spent so much time making the game look and sound great that they neglected the most important aspect of all - the puzzles themselves. The first ten levels are a joke with each screen requiring only a few simple movements to place the Skweeks on their Sleepers. I'm all for an introductory phase where you can get to grips with the control system and general mechanics of the game before any real challenge is introduced but these screens are of no use to anyone. Things don't really get much harder either and I managed to reach Level 28 (out of 101) on my first go. Even when Level 50 has been and gone some screens can still be completed on the first go. If that isn't enough then the stupid ways in which you can get the Skweeks permanently stuck between arrowed squares, surprise boxes and the like, leaving no other alternative but to press the abort key, will certainly test your patience. I really don't feel good moaning on about this game as it is easy to see that with just a tad more effort (and puzzles) it could have been excellent. As it stands, though, it will take the average gamesplayer only three days to complete it and that, in my book, is nowhere near good enough.



On certain levels Switches must be thrown by to activate the Sleepers. To make matters worse, Surprise Boxes (like that grey box with a boxing glove coming out of it) knock back any Skweek who approaches them.

Is the newie from those wacky French funsters across La Manche at Loriciel just a rehash of old arcade puzzler ideas or a revolution in brainstorming concepts? You may well ask, as did Simon Byron

As you can see, the early levels are completely devoid of challenge and will surely present no problems whatsoever to even the most talentless gamer in the Universe. Whilst you ponder over the puzzle the cute Skweeks tap on the screen, somersault and generally fidget until they are moved to another position.

Sometimes, if you're bang out of ideas for these opening paragraphs, the game manual provides an invaluable source of information. Not so with Tiny Skweeks - this rather flimsy stapled-together photocopied sheets that Loriciel call the 'Manuel' (sic) is so badly translated that after reading it you are left far more confused than you would have been had you just 'jumped straight in'. It contains helpful guides to the general gameplay and background scenario such as: "You meet him whilst attending an intergalactic seminar on the newest technics on a planetary scale" (?) and "My children, the TINY SKWEEKS, have taken in hostage with a water phaser, the driver of their spacebus while he was driving them out to holiday camp on the moon." Errrr... yes.

If you translate the blurb into layman's terms you gather that these Tiny Skweek creatures have escaped from their normal habitat and are now causing all sorts of havoc across the globe. The only way that the little Skweeky things can be stopped is by guiding them, via a rather convenient Tiny Skweek Controler (sic - again), to various coloured 'Sleepers'. Once successfully positioned on these receptacles the Skweeks fall into a deep slumber and, if all the Skweeks are laid to rest within the time limit, then the level is completed and the next reached.

This may sound rather easy-peasy but once the Skweeks are set in motion they will continue walking in a straight line until they hit either a wall, another Skweek or are affected by one of the various objects that litter the play area's floor. They say simple ideas often yield the best games, but is this true here? You know where to look...



Every ten levels or so a new style of background graphics is introduced. Here in the garden some of the Skweeks have already been sent to sleep (aaah!) whilst the others are going to have to make use of the coloured transporters which send project appropriately coloured Skweeks through space and time (?) to the matching transporter elsewhere on the level.



McDonalds Land

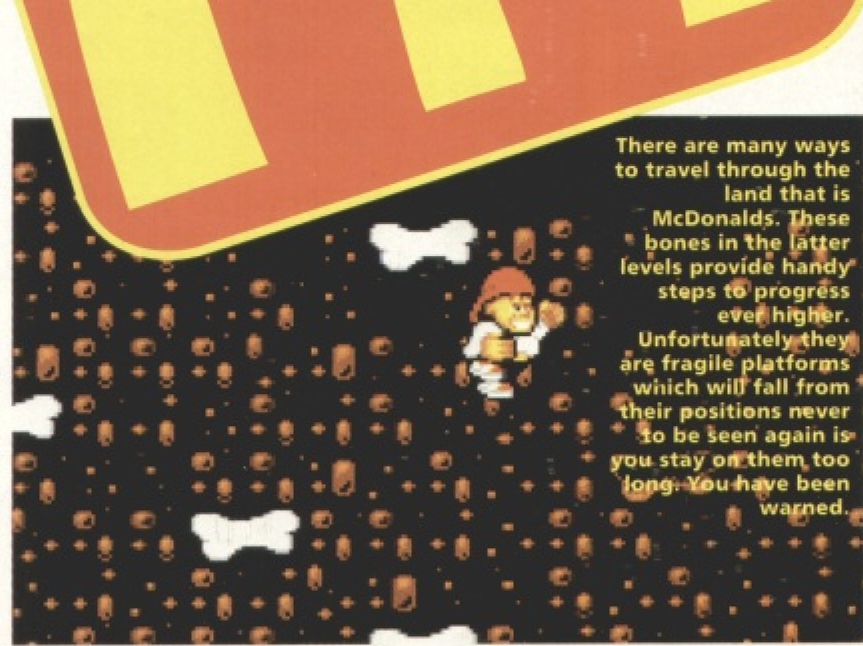
Did you know that if you mix a Big Mac with a hint of Mario and add a few neat touches to taste, you end up with up with a platform-based romp which is really rather good? No, neither did Simon Byron...

Now here's a thing. McDonalds Land was originally developed in consultation with Frank Manis, a psychologist no less, so playing this must surely count as therapy or something. Originally a Nintendo game (what isn't these days? Oh yes, all the really good games) Arc Developments have, it says here, brought the visuals into line with 16-bit expectations - whatever they may be. Armed with that newly-discovered pot of knowledge let's take a look at what the game's about.

Mick and Mac, two street-wise, wise-cracking, word-hyphenating teenagers, have been asked to help none other than Ronald McDonald (that rosey-faced clown who started McD's with only a mouldy loaf of Sunblest and a few golden arches) who's had his 'Magic Bag' pinched by the evil and cleverly-named Hamburglar. The two lads must negotiate a series of, erm, 'plumber in overalls'-inspired platformy levels in a quest to find a number of passes which Ron needs for some reason or other.

Once these items have been found, Mr McDonald gives the two little boys a tip-off as to the location of a certain Birdie who, in turn, requires a number of passes (of the cardboard kind, not sad one liners like "How about a quick snog?") before he'll supply any more information as to Hamburglar's possible whereabouts.

And so it goes on until the nasty meat thief is finally dealt with. With thirty-four levels, eight bonus levels, a complete bonus game etc, etc, etc, can McDonalds Land knock off whoever's currently at the top of the platforming tower?



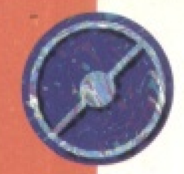
There are many ways to travel through the land that is McDonalds. These bones in the latter levels provide handy steps to progress ever higher. Unfortunately they are fragile platforms which will fall from their positions never to be seen again is you stay on them too long. You have been warned.

As well as running and jumping, Mick and Mac can occasionally take a trip in these bucket-type things. Whilst floating and bobbing our friends are safe from the jaws of that piranha but should they jump out at the wrong moment they can be sure that the violent fish will be nibbling through their flesh before you can say 'Jaws'.

You can't turn your back on anything in McDonalds Land. Most meanies may be obvious but creatures like these flying fish literally come from nowhere. Avoid these fish at all costs otherwise you might find yourself a few passes short of a level complete.

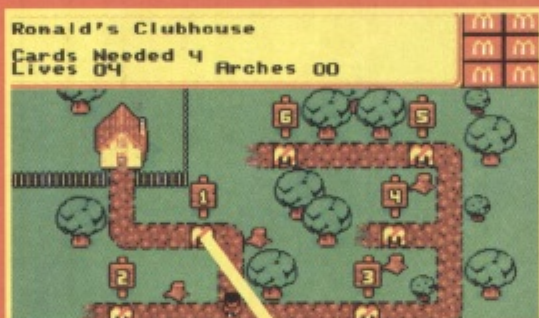


Blocks can be used for many things. Oh yes, they're flipping excellent for chucking at the oh-so-cute (but very deadly) bad guy and woderfully marvelous for creating floating platforms out of. They often hide springs as well so it is worth taking time out to discover if every block contains a bonus (or something).



WORLD ONE







The first world is the easiest of the lot and should present the average gamesplayer with no problems at all. As they say size isn't important we'll forgive the programmers for making these early levels fairly compact but they serve as an excellent introduction to the game and the only problem you'll have in this world is these cogs which flip you upside down when you cross over them.

The springs can be used to bounce ever higher during many of the levels in McDonaldsland. It's a good job that they're hear otherwise our little McDonalds promoter might not be able to collect all those lovely Golden Arches and obtain squillions of bonus points.

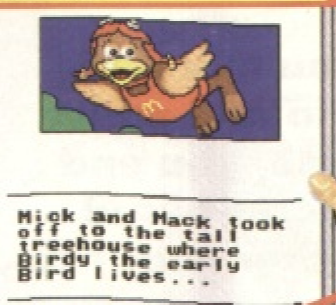


(Below) The Icy Maze is a funny and tough old level with the characters slipping and sliding all over the show. The red square with the 'M' on it is one of the ever elusive passes that need to be collected.





The Frozen Caverns present some of the trickiest platforming negotiation seen for a long, long time. Take here, for instance. Due to the extra inertia of the characters whilst on ice, the chances of falling are vastly increased.







The invisible squares the drift from side to side on various levels can be 'filled' by the special gem blocks and can then be clambered on.



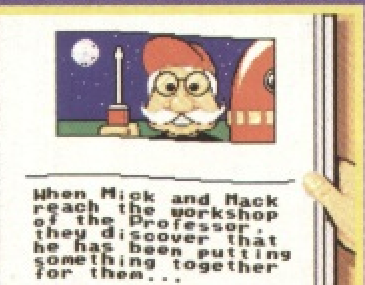
The arrowed black squares here should be avoided if at all possible as, if touched, they will send the playing character right back to the start of the level.

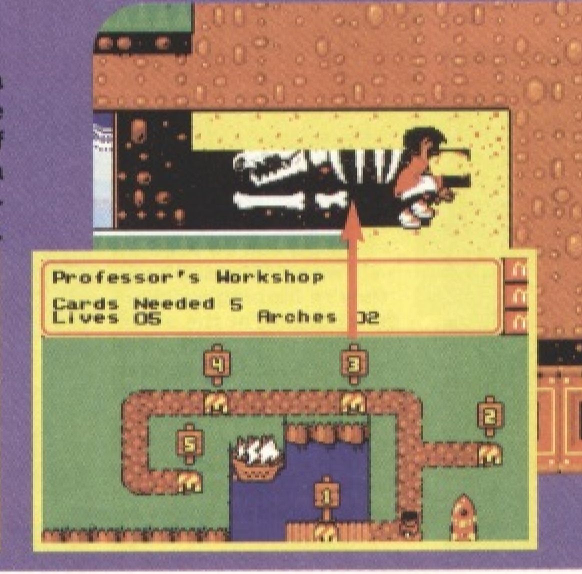


When you arrive on the Stratosphere you'll notice that not all the clouds are stationary. Many of them move about on a fixed track which can be extremely advantageous to our two friends.

WORLD FOUR

World 4 presents the player with a number of apparently inaccessible areas like this wall of sand. Most of these areas can be cleared with a session of taps on the old fire button so don't ever feel boxed in at all.





WORLD FIVE

The gravity of the moon enables the two kids to leap higher than ever. This particular level requires the player to negotiate a whole area of springs in an effort to discover the location of the pass which is made harder by the many meanies which mill around.





WORLD TWO

The second world takes you onto the Birdie's Treehouse and a different set of sky-high levels. Whilst in the clouds Mick or Mac occasionally disappear behind the suspended water-droplets (that's what clouds are, you know) and you can only see the whites of their eyes.

WORLD THREE

There's quite alot of H20 splashing about on world 3 and although the characters can survive in the water the piranhas make swimming a hazardous hobby. There's some extremely cute baddies in this world (like the lovely little chicky-wicky) which make the task of destroying them all the more heart-wrenching.

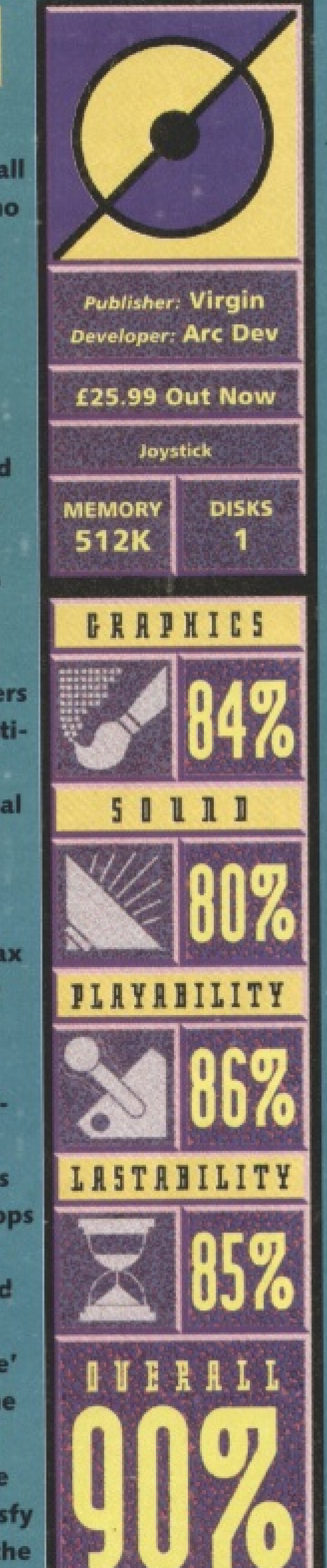


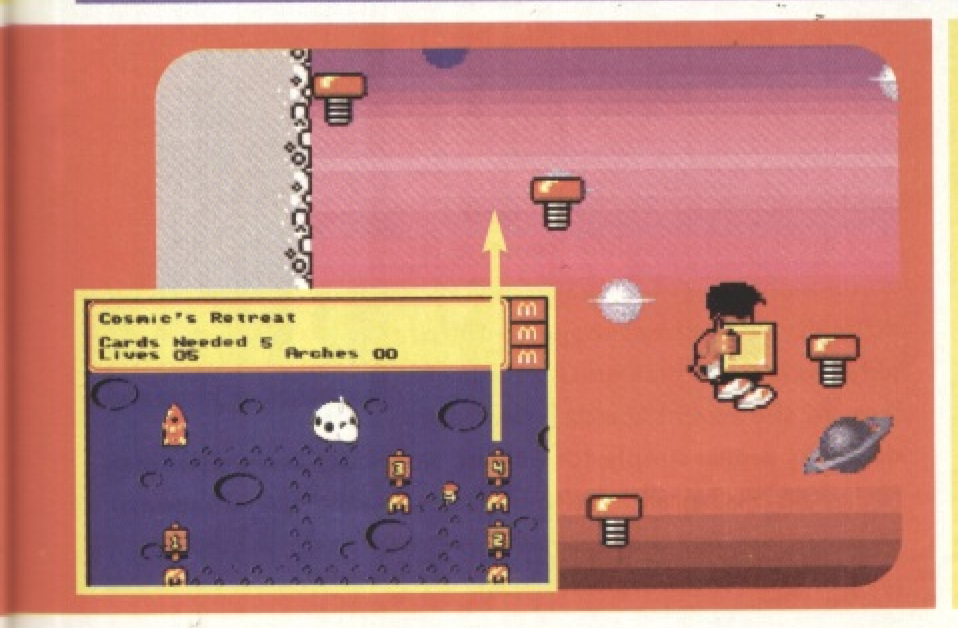




THE VERDICT

Platforms, platforms, platforms! That's all we're getting these days but - hey! - who cares when they're as good as this? It's definitely not one of your new breed of platform games, that's for sure. There's no violent spinning, shooting or mass enemy destruction - it's more passive than all that - and the majority of the game is spent moving blocks around and leaping from platform to platform in an effort to find the lost items (although - hooray! - the blocks can also be used to knock the enemies off the screen). It plays like a dream most of the time, although the inertia of the two characters is, on occasions, a little heavy and negotiating some of the latter worlds is made slightly harder because of this. The visual variation between the various worlds adds to the game's appeal and whilst these six worlds (not forgetting, of course, the one bonus world) will not tax most players to the limit, there's plenty of extra things to do and see so even when the game has been completed there's still enough stuff in here to warrant playing it again. It's far less 'cluttered' than recent platform releases with a no-frills approach to the backdrops but it works extremely well and makes the game seem clean, fresh, smooth and overall very Gillette Contoury. I don't really agree with the cleverly 'indiscrete' product placement throughout the game but McDonalds Land is none-the-less a flame-grilled double burger with cheese of a game which should more than satisfy most Mario-hungry Amiga owners for the time being.





WORLD SIX

We're nearly there! The perils that lay beyond cannot be described by words alone so we think you should finish reading the rest of the mag and nip and purchase a copy for yourselves. Don't forget to close the door on the way out.





CAMPAIGN



"Tanks for the memory" sings David Upchurch in another really weak intro, this time for his review of Empire's new strategy game

(Left and far left) Campaign has a whole disk devoted to an impressive animation. Sadly, however, it's not available on 512K machines.

You'd never get me in a tank, you know. All that dirt and grease everywhere, the heat and the smoke making it almost impossible to breath and - worst of all - the rank, sweat-soaked bodies of your buddies ponging out the place. Yeuch! Forget the horror of war, what about the horror of four blokes in a confined space without a decent can of deodorant between them?

Campaign is the latest action/strategy from Empire and - as the above bit of preamble may have already warned you - it's all based around the famous (and not-so-famous) tank battles in World War 2. It's intended to be one of those 'strategy for the masses' affairs, so rather than the player being presented with a clunky keyboard interface, 'functional' graphics and endless tables of data and combat statistics, everything in Campaign is mouse-controlled and battles take place on a sexy polygon-generated battlefield.

Sounds great in theory, doesn't it? But theory never did nothing for nobody (except Einstein), it's what happens in practice that counts...



This screen is where the heavy-duty thinking comes into play. Using the icon-based control panel the player can set waypoints for his various tank platoons, call in air and artillery strikes (these are all controlled by the computer), set up supply convoys and basically play the general. Enemy platoons remain invisible until they come within a certain range of the player's troops, whereupon they appear on the map. Get too close, however, and there'll be trouble...



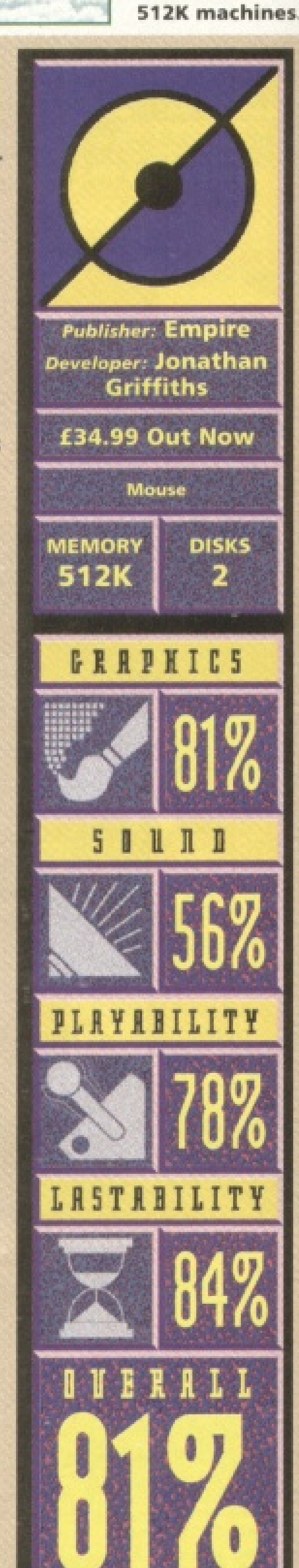
Battles can either be played instantly by comparing the opposing forces' statistics or interactively, with the player getting to personally direct the tank 'teams' around the battlefield. Left alone, the computer will intelligently control each tank, but if the player wishes he can 'hop' into a tank and control it himself.



There are over two dozen battle campaigns already prepared by the game's designers for the player to tackle, ranging from simple (five-minute one-on-one affairs) to complex (two-weeks-no-sleep headache-inducers). In addition there's a comprehensive campaign designer included in the package, so that the player can create his own battle scenarios.

THE VERDICT

Strategy games normally have a variety of effects on me, none of them good, ranging from deep coma-like sleep to frenzied hair-tugging frustration. It is, then, a tribute to Campaign's designer that while playing I never once found my eyes drooping or neck veins swelling. This is due, without doubt, to the superb combat sections; trundling around, picking off the enemy, is great fun. The 3D is a little dubious in places, though - get too close to an enemy tank and it's impossible to shoot them, even though your gun barrel might be pointing straight down theirs. Also, irrespective of whether you're in a desert or on a mountainside, combat always occurs on a flat plain. But these are minor problems. My more serious concerns regard the strategic side of the game. Although the mouse-control system is fine most of the time, it struggles when it comes to the complex campaigns, like the simulation of D-Day, as there's just too much to control and the display gets cluttered and confusing. That said, it's unlikely that most gamers would manage, let alone want, to get to that stage of difficulty until after many months of play, so it's not that much of a problem. At the end of the day Campaign deserves praise simply for getting the tricky action/strategy recipe just right, with neither side suffering at the expense of the other. For that reason alone, Campaign should be part of your software collection.





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There comes a time in a man's life when he sits back, takes stock and thinks, "I could really do with an updated, slightly wonky version of Arkanoid." Simon Byron was doing just that when along bounced...

BUNNY BRICKS

I'm blame Binatone, you know. In the days before this so-called technical revolution, families would sit huddled around their orange-coloured TV entertainment system and select one of four black and white games which were roughly based around the 'bash blocks away' game sensation entitled Breakout.

Software developers soon saw that the nation's game-players could be gripped by the relaxing sensation of knocking a ball about and a wealth of super-Breakout clones appeared on the software scene. Of these, Arkanoid was the most successful with its still simplistic gameplay enhanced by randomly introduced power-ups. Since then there have been a few similar games around, most of them Public Domain. That is, until now...

Bunny Bricks comes from the strategy specialists Silmarils and places you in control of a baseball-bat-brandishing rabbit who must clear each screen of 'tiles' using only his stick and a ball. Power-ups descend from the bricks which, when collected, offer such delights as a 'super-whack' or a machine gun which can be used to shoot the tiles. Once a screen is cleared, it's onto the next with tougher layouts and harder tiles requiring more hits to remove.

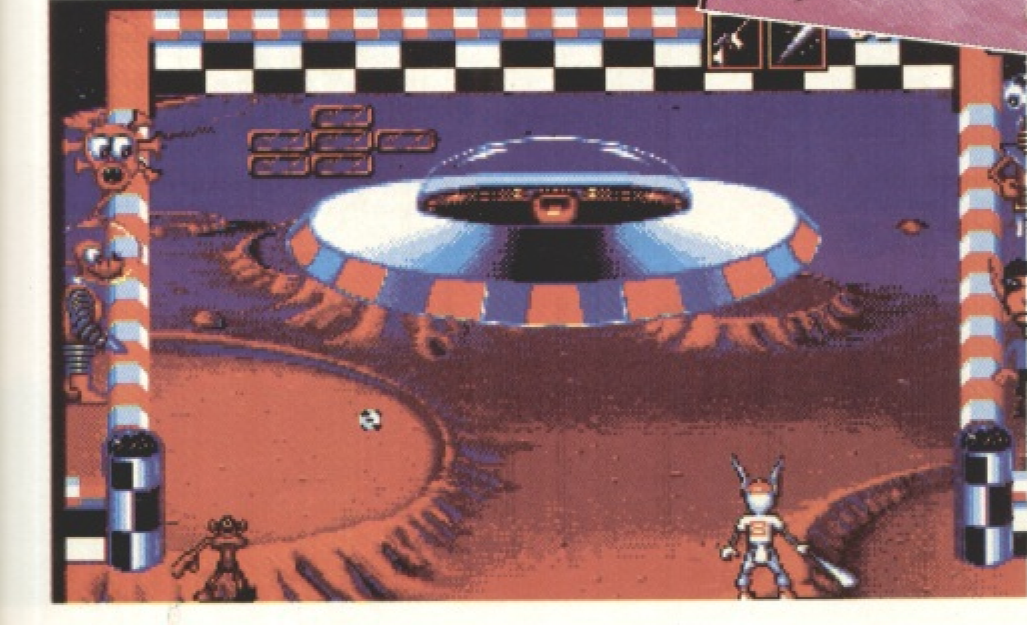
The early levels are fairly straightforward with hardly any obstacles or indestructible blocks to overcome. A top tip for progressing in Bunny Bricks is to use the Strike to send the ball vertically up. You can then remain underneath it, performing the same move, and wipe out whole columns at a stroke.

In Paradise the levels become slightly harder with a load of these silver tiles which, no matter how hard you hit them, just won't budge. Bunny has just picked up a glove power-up and is collecting the ball now.

THE VERDICT

Let's take a look a what a successful Breakout clone needs to make it half-decent? You need a smooth control method - ideally the mouse - which should always remain consistent and enable quick movement. The method here is terrible. If you shift the joystick slightly the bunny edges sideways, but if you hold the 'stick in that direction the wabbit jerks across the screen. Without smooth control the whole concept of Breakout is totally lost and you're left with a game which loses its playability immediately. You can move quickly from side to side by performing a type of 'dive' thing but this is so hard to pull off it's impossible to do accurately. By introducing three different 'hits' the designers have again over-complicated something which needn't be. Remember the saying "if it's not broken, don't fix it?" Well, would somebody ring up the chaps at Silmarils and tell them? Onto the next point - namely the play area itself. The original was uncluttered and clean whilst Bunny Bricks is unnecessarily complicated with walls which jut out into the playfield, restricting the ball movement and generally just getting in the way. And talking of the ball movement (which we were) this too just isn't smooth enough and the varying speeds it can move at completely invalidate any form of game tactics. The final point is that Breakout and Arkanoid were kind of relaxing to play. BB feels so forced and manic that it becomes a chore to play. A game that you have to force yourself to continue with is a game not worth buying. So don't.





The game contains five groups of six levels (that's thirty in total for the mathematically inept). If the ball enters the dome of the flying saucer in the middle of this screen, it is randomly dumped out of one of the portholes. Spock appears occasionally from time to time at the side of the screen, no doubt thinking "Why anybody would play this game is illogical, Captain."

From the team that brought you Dynablasters comes B.C. Kid, a caveman cutesy with some big surprises up his animal-skin sleeves. David Upchurch grabs his club and gives it a go...



BC KID

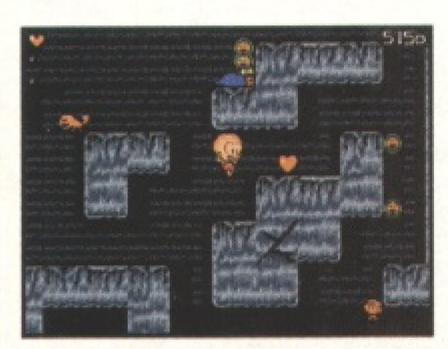
B.C. Kid is yet another game that continues to perpetuate the myth that the cavemen existed at the same time as the dinosaurs. Listen - and I'm not going to tell you again - they didn't! Several million years of evolution took place between the dinosaurs popping their clogs and our hairy ancestors appearing on the scene. I'm sorry to get all riled but this sort of thing really gets my goat. It must be my rigorous scientific training.

Fortunately for my blood pressure, having got all steamed up by B.C. Kid's premise I was soon cooled down again by the surprising excellence of the game itself. There's no real need to explain B.C Kid's plot in-depth (which revolves around the Kid's quest to save his dinosaur chums from the clutches of an evil something-or-other) but suffice it to say that the game's a platform affair (yes, another one), with B.C. having to run along a number of scrolly levels, bashing nasties, leaping over lava pits, defeating end-of-level baddies and so on.

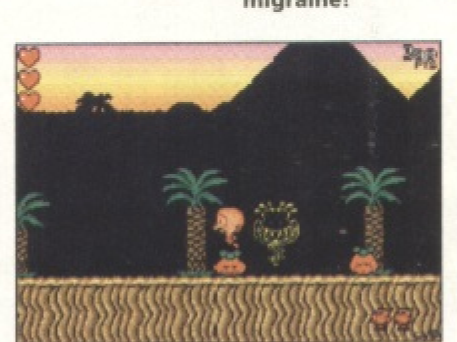
Sounds pretty typical, yeah? Nothing to get excited about, right? Well, that's what I thought... until I got deeper into the game. True, the early levels are bog-standard stuff (although still with some interesting features) but it's later on that things start to get really weird. What am I on about? Read on to find out...

Each level is split into four or five stages, and once you reach the end there's the standard big boss monster defeat. These, as it turns out, are old Saurian mates of yours who've been brainwashed into nastiness and, once defeated, they'll thank you for saving them and offer you hints as to any special dangers or features you should look out for on the next level. Nice of them, isn't it?

Keep an eye out for any likely-looking doorways or fake walls that may conceal secret rooms. Inside you may find a chamber full of extra lives, energy replenishers or power-ups, or a bonus mini-game where you can try and earn some extra points. In the sub-game shown here, the idea is to try and headbutt all the flaming lava rocks blown out of that volcano - hardly the cure for a migraine!



B.C. Kid's adventures take him deep underground and into one of the hardest levels of them all. The main problem here is those little green blobs which wander around the edges of the platforms, making every leap a leap fraught with danger. However, there are bonus hearts (which increase the player's energy back to full) lying around, the trick is finding a safe way to get to them...



Some of the prehistoric flora can be used to help B.C. Kid in his quest. Yellow plants act as springboards, propelling the Kid high into the stratosphere, while these orange plants reveal a number of bonuses when jumped upon. It's not always that straightforward, though, as some of the orange plants contain an evil black spirit which, if disturbed, will give chase to our apple-cheeked hero.

The Kid's adventures in the Highlands start here... and he's already in trouble!

A simple leap isn't good enough here - the Kid has to use his teeth to clamber up the side of this rock face!



Bashing this Eggosaur on the head reveals a smiley face icon - pick it up for big bonus points at the end of the level!





THE THREE FACES OF B.C. KID

B.C. Kid starts his adventure as a sweet-faced little cutey. But, if he's lucky enough to find what looks like a kebab in one of the orange plants he gets magically transformed into a brown-skinned monkey creature. Although the improvements are not immediately obvious, if the Kid performs a diving slambutt and hits the ground, the earth-shattering collision stuns any baddies on screen. If the Kid then finds another kebab-thing he undergoes another change into a green-glowing monster! The Kid can now run around the screen, bashing the nasties out of the way, as he's invincible... for a while, anyway.



The Kid's simplest but weakest attack is the headbutt. Far better is the diving slambutt, where the Kid leaps into the air and dives back down headfirst, which has a devastating effect on anything in its path. The only downside of this attack is that if the Kid misses his target and hits the floor, he gets stunned for a few highly-vulnerable moments.



It's not all walking, you know, as B.C. Kid's travels often take him underwater. In the case shown here, the Kid's actually inside the belly of a huge dinosaur! Obviously the Kid can't employ his diving slambutt (it's not designed for sub-aqua use), and so has to rely on his normal headbutting powers to see him right.



This desert plain is a right pain, because if the Kid stands on it too long he gets sucked under the surface. Which is why the palm trees are so convenient. If the Kid headbutts the trunk they leap out of the ground and start wandering around on their roots, looking for a safer place to settle down. If the Kid's quick he can leap up onto the palm's fronds and use the tree as a free taxi ride to the end of the stage.

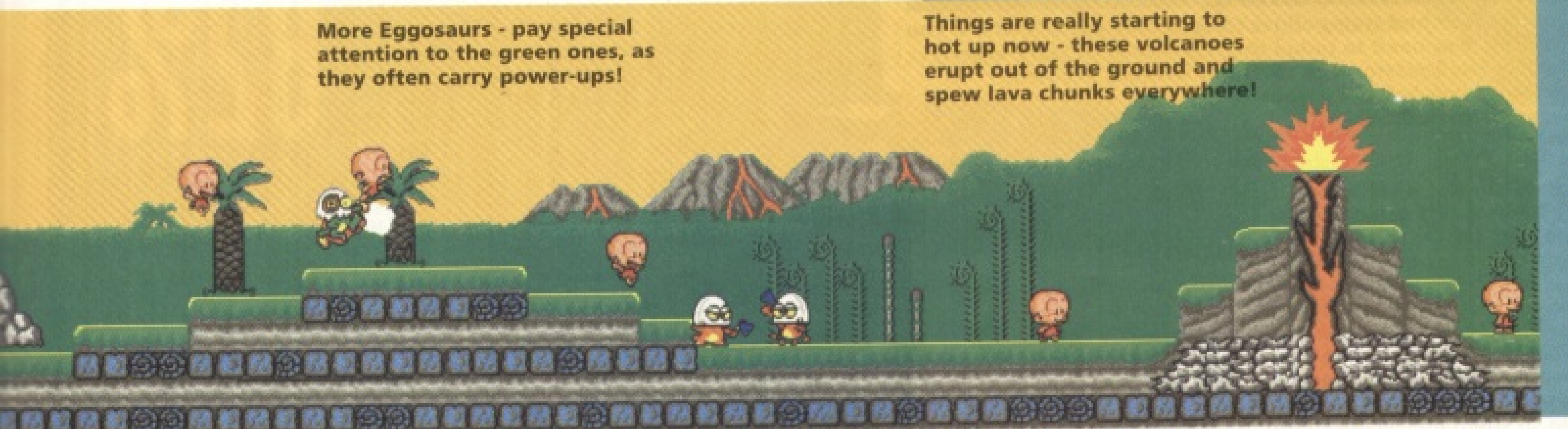
THE VERDICT

It's rather appropriate that B.C. Kid is set in prehistoric times as the game itself looks like it came out of the Ark. It's got a dated '8-bit' look, which is no doubt due in part to the fact that the game was originally written for the aging PC Engine console. However, this is not necessarily a bad thing as at least the sprites have a clear, well-defined look, and they're not without a certain degree of charm either - B.C. Kid's various expressions are very amusing. The 8-bit feel is further enhanced by the player's control over the Kid - it may be because I've become jaded by fifty frames per second scrollers like Zool and Assassin's, but B.C. Kid seems sluggish and slow to respond to the player's joystick movements. It's not so bad that it ruins the game but you can't help feeling that a slightly faster lick of speed wouldn't have gone amiss. So what makes B.C. Kid so special that it's worth a whopping great 83%, then? Well, it's simply the variety of the game that makes it such a winner. It seems as if every stage of every level has a new challenge to face, or a secret bonus room to find, or a bizarre new foe to fight. This constant stream of surprises does wonders for the game's addictiveness - you want to keep playing just to see what happens next. It's tough in places (frustratingly so, at times) but something keeps bringing you back. B.C. Kid's not going to woo the type of gamer who buys games simply to impress his mates, but for aficionados of good old-fashioned playability it's a must.

Publisher: Ubi soft
Developer: Hudson soft
£25.99 Out Now
joystick

MEMORY	DISKS
512K	1

GRAPHICS	74%
SOUND	82%
PLAYABILITY	89%
LASTABILITY	83%
OVERALL	83%



More Eggosaurs - pay special attention to the green ones, as they often carry power-ups!

Things are really starting to hot up now - these volcanoes erupt out of the ground and spew lava chunks everywhere!



REVIEW

BILL'S TOMATO GAME

Everybody knew that it was only a matter of time before Psygnosis turned its attention from glitzy shoot-'em-ups to a game based around a pulpy red fruit. Simon Byron tastes the soup...

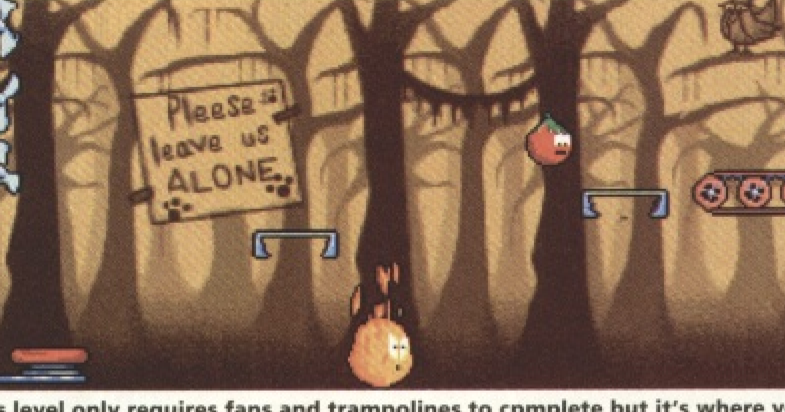
Terry had always dreamt of a quiet life. You know, nice little tomato plantation away from the city, room for the kids to run about, being able to put you feet up on a Saturday afternoon and watch the big match on Sky, having feet in the first place, etc, etc. It was only when he was cooped up with his sexy girlie (or tomatoey), Tracy, in a van full of fellow tomatoes on their way to the thoroughly evil Greengrocer's that he decided it was time to act.

The two love-tomatoes leapt from the back of the speeding van and scarpered off to a land of endless reproduction (which, in Tomatoland is actually a lovely and beautiful thing). Everything was going swimmingly until Mr Huge Squirrel spied the eloping couple and decided that he was a tomato short of a salad. Without warning he leapt from the heavens and kidnapped Tracy, retreating with her to the top of a very tall tree...

This is where you come in. Assuming control of Terry, you must guide the fearless tomato to the very summit of this huge evergreen and rescue Bill's true love from the clutches of the horrible bushy-tailed fiend. Actually 'assuming control of Terry' is a bit of a lie. What you really have to do is place objects - fans, trampolines, jack-in-the boxes and solid blocks - onscreen so as to form a safe route to the conveyor belt exit. When all items are in place, Terry can be sent on his way with a quick click on the 'Go' icon and if he reaches the exit in one smooth movement without touching any of the meanies or falling too far then a password is revealed and the level is complete. Check out the captions and I'll see you at the Verdict.



These early levels are a complete doddle! All you need to do is deposit a few well placed fans to the left of Terry and watch him go. The fans will blow him from left to right, he'll bounce on the large rubber inflatable and end up safely on the exit. All the items are in limited supply and each level has the minimum amount of them to enable completion.



This level only requires fans and trampolines to cpmplete but it's where you place them that counts. You need to judge the flight-path of Terry exactly so that he leaps safely from platform to platform without problem. On top of all this, the timing has to be right because the conveyor is periodically engulfed in flames.



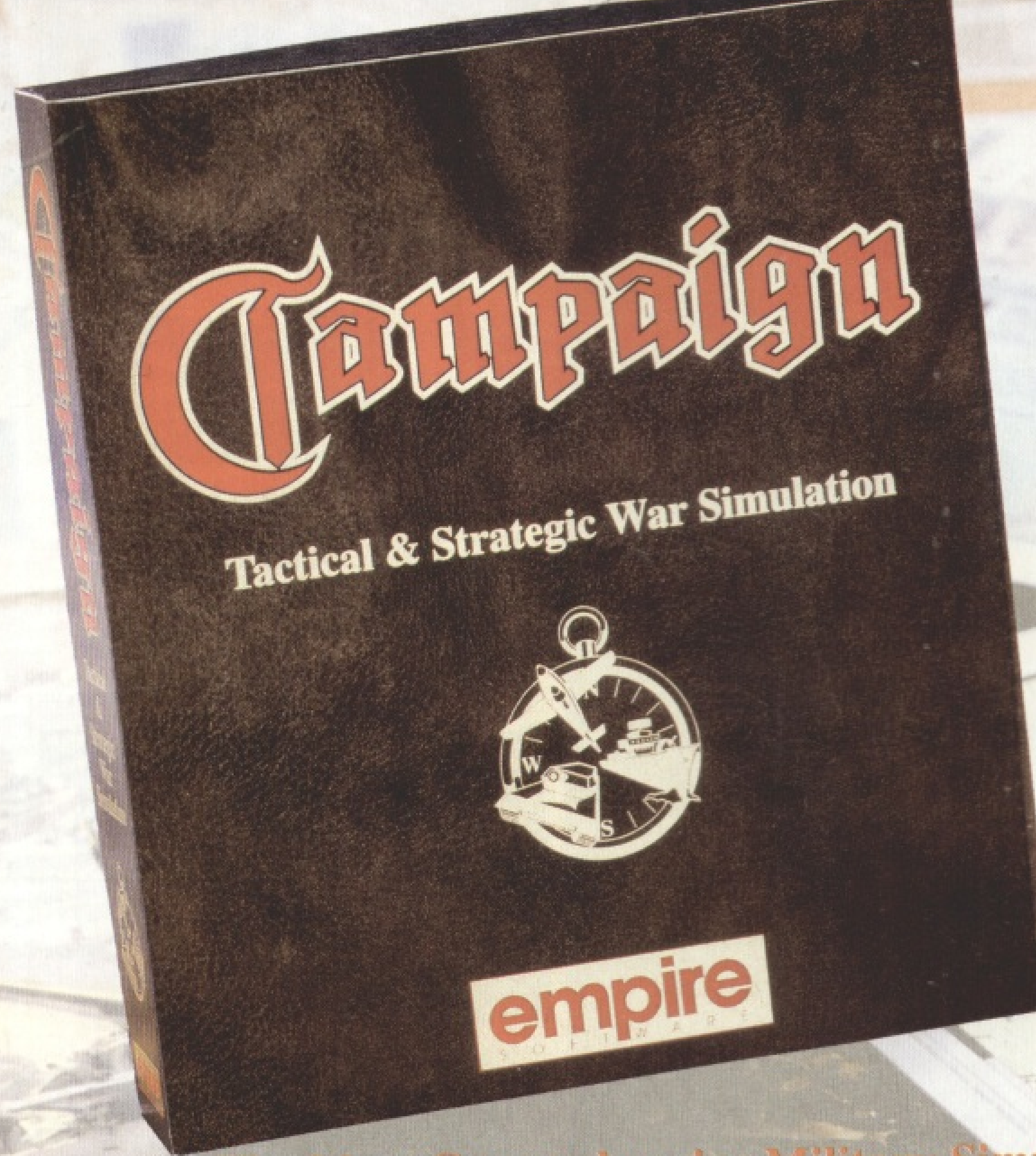
The Buddha guards the exit on this level but if Terry bounces off the circular switch then the God begins to travel to the left. What's called for here is some crafty platform placing and exquisite timing so that our tomatoey friend just squeezes through the gap between the Buddha and the conveyor belt and safely leaves the screen. If you ponder on a screen for too long Terry will begin to yawn out of boredom.

THE VERDICT

I wasn't expecting much from Bill's Tomato Game so it is with some surprise and a great deal of pleasure I can report that, although it doesn't rank as one of the best puzzle games ever, it still is a fine, fine game. It's bound to be compared to Lemmings but the two are fairly different as there isn't a great deal of pressure on the player here like there was in the DMA classic. This is partly due to the fact that the player ultimately has control over the exact timing required to send Terry flying off on his prepared route and much of the puzzle-solving element is basically a series of trial and error positioning of the various objects allocated on each level. The generous time limits and lack of lives (as such) make it easy to try all different combinations of objects and the player hardly ever feels rushed at all. In fact, solving each level is fairly relaxing in a funny sort of way - it would be just the job for stressed-out office executives to unwind with at the end of the day. The downside of the puzzles in BTG is that once a level is completed the solution will be the same the next time, something which will, perhaps, slightly reduce the game's lastability. But while you're working your way through the 100 levels you'll not find a puzzle game at the moment which is more enjoyable than this.



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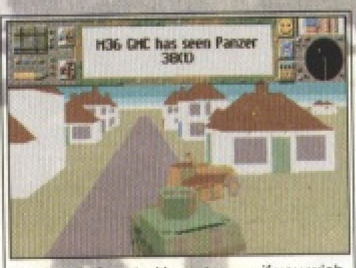
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D-Day Landings Battleplan Map

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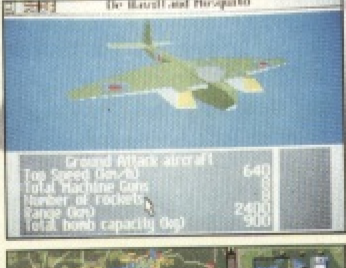
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Programmed by Jonathan Griffiths

NIGEL MANSELL'S WORLD CHAMPIONSHIP

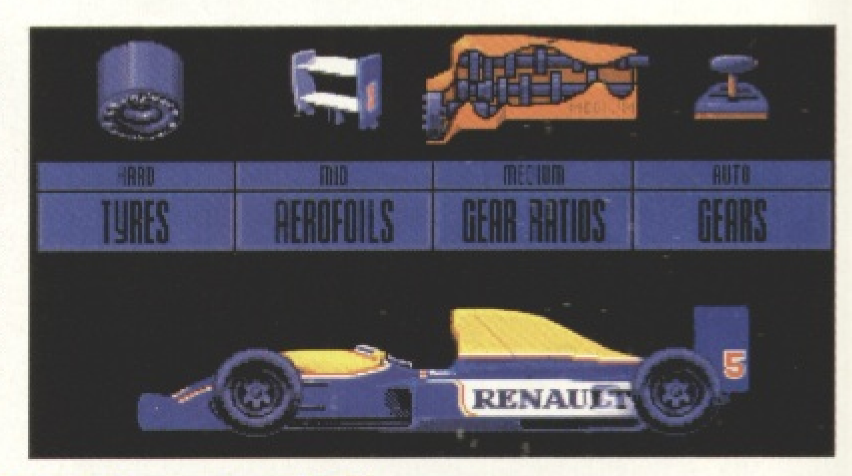
Nigel Mansell's championship season consists of sixteen tracks. Each one is from the real Grand Prix season, and each one is modelled on the genuine article. In the full championship mode, each track is raced in sequence, although any circuit can be selected and tried out in practice mode.

Having finally been crowned as the best man in the world at driving around in fast cars, Nigel Mansell is a long overdue sporting hero for us Brits. But can the official game do justice to the great man's feats of speed and endurance? And, more importantly, can Gary Whitta take the strain?

He may be the most boring sportsman in the world, but stick him behind the wheel of a Formula One motor and there's no-one to touch Our Nige. Oh no. He can belt round that tarmac like nobody's business - the question is, can the game do the same?

Well, certainly the pedigree is top-notch, coming from the same people that brought us the Lotus trilogy and Team Suzuki. Mmm, fancy. But whereas the Lotus games were pure arcade action, and Team Suzuki a serious racing simulation, Nigel Mansell's World Championship (a catchy title if ever we've heard one) is stuck somewhere between the two styles. It aims to mix simulation-style depth and authenticity with gameplay that's far more immediate than, say, MicroProse's Formula One Grand Prix.

Mansell is based around the gruelling Grand Prix season, with contestants aiming to become World Champ and do all that bit with the wreath and champagne by travelling around the globe throughout the year and accumulating points on the various circuits. In between races you can tune your car for optimum performance, while Nigel himself is on hand to offer expert guidance. The rest is up to you...

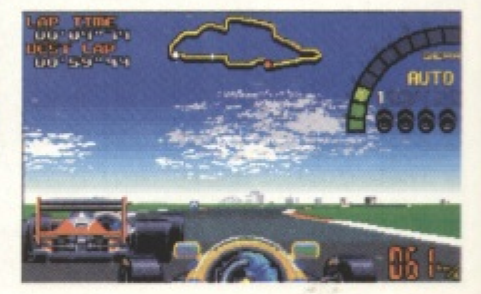


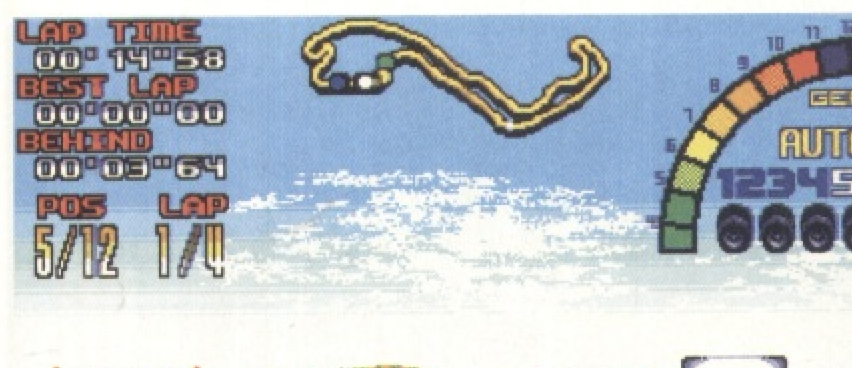
Drivers who want any serious chance of winning should always give their car a good looking-over before taking to the starting grid. Tyres, aerofoils (that's spoilers to the uninitiated) and gear systems can all be adjusted to taste, with three variations on each. Aerofoil and gear configuration is down to the individual driver, but tyres should be selected with the length of the race and weather conditions in mind.



Pulling into the pit lane allows you to change into a fresh set of tyres. You can also select the type of tyre you want fitted, to best deal with the variable weather. Once the order is given, the pit crew operates automatically, but how quickly they can get you back on the road is a random factor, so pitting is always a risk.

(Below) Before the main race, you can choose to take part in a qualifying round - a couple of laps around the track against minimal computer opposition, with the fastest of your two lap times determining your position on the starting grid for the race proper. It's not a formality, and you can skip this qualifying stage and go straight to the race if you wish, but you'll be placed at a back of the grid as a penalty for not bothering.







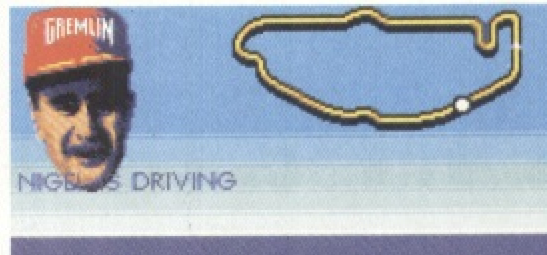
So, with all the preliminaries taken care of, it's time to do some proper racing (at last). The number of laps depends on the difficulty level you've selected (there are three) and the individual track - generally speaking, the shorter the circuit, the more laps you do. You always race against eleven other cars, whose positions are plotted at all times on a handy map at the top of the screen. Other vital information displayed here are lap times and records, revs and tyre status. Because of the official licence-ness of the game, the car itself never gets damage but each of the four tyres is susceptible to wear and tear. If one is looking particularly dodgy it's wise to visit the pits - if a tyre blows, you must retire from the race.

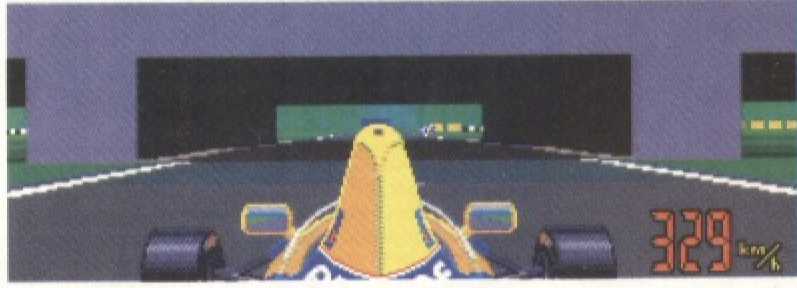


Details on any given track are displayed prior to racing and should be heeded before going on to tune your car. The general bumf on the track isn't vital but the weather report is - the conditions will be either wet or dry, and if it's dry, a percentage figure tells you the chance of rain during the race.



If it's a more arcade-y experience you're after, the floating data panel at the top of the screen can be removed, leaving you with nothing but the MPH counter. It makes for a slighter smoother screen update, but without the track map, tyre status and other instruments, you're essentially driving in the dark. It's all a matter of personal taste, of course.

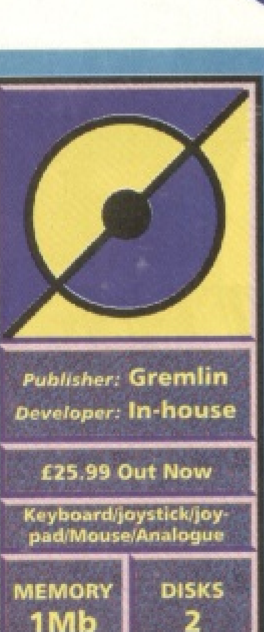


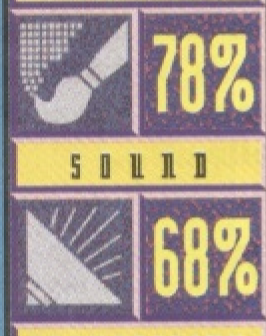


The 'Improve with Mansell' instructional section is a nice touch, where Nige himself drives around a track of your choice while his disembodied head gives out text-message tips on how best to approach each particular corner and straight - what line to take, when to change down a gear, etc. Watch the line the car takes from a camera mounted just behind and try to emulate it as closely as possible to shave seconds off your lap times. It can be helpful, but ultimately there's no substitute for practice.

THE VERDICT

First off, let's get a couple of things straight. Although the screenshots make Nigel Mansell's World Championship look like an arcade game, it's not. And though the review makes it sound like a simulation, it's not that either. So what is it then? Well, it's a half-and-half mixture of the two, and while it's never easy for a game to sit comfortably between two stools, Mansell manages it surprisingly well. The tendency is often to veer in favour of either the arcade or simulation side, but NM provides a good mix where both dextral and mental considerations are equally important. Friendliness is really the keyword here, with more control options than most other racing games put together, and a refreshingly straightforward approach to complex sections like car customisation. So often the player's tendency is to skip over fiddling with aerofoils and all that guff because it's boring and go straight down to the grid. But because Mansell presents everything in a simple, common sense way without actually diluting the importance of the changes you make, there's a lot more incentive to get involved and play the game properly to its full potential. As for the actual racing... it's good, but not brilliant. It's not as good as, say, No Second Prize or Vroom, but it's fast enough to keep me happy. Some of the tracks seemed a bit harsh, and when things get very busy there can be some annoying jerkiness. Turning off the dashboard display produces a much more pleasing sensation of speed, but then it's impossible to take things seriously because you can't access any of the vital road information you need. Little touches like Improve with Mansell are thoughtful and original, but don't actually add that much to the game as a whole. At the end of the day what we have here is a very well designed and thought-out racing game that would have been so much better if only it'd had a slightly smoother 3D engine. Nevertheless, I'd recommend it to anyone who fancies a quick bit of Formula One fun, but found Microprose's game too demanding. You'll get plenty of short-term thrills here, but don't expect to be playing it for months.





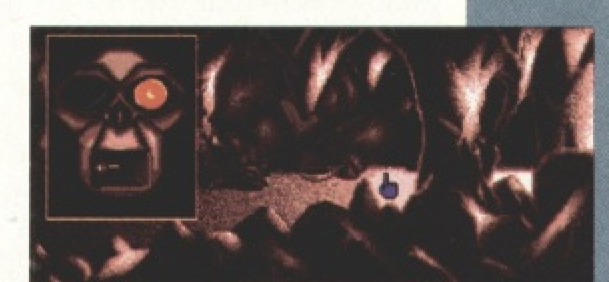






WEEN THE PROPHECY

Coktel Vision didn't exactly set the adventuring world on fire with its dodgy attempt at a sexy adventure, Fascination. Can they make amends with the less sensual but more mysterious Ween? Simon Byron tells all...



Most of the adventure is based around one, two or three interlocking rooms in which there are a number of puzzles to solve. Only when these have been solved can the player move onwards. Although this may avoid the 'getting quite far in the adventure, then realising you don't have the right objects to continue' syndrome, the end result is the game just feels claustrophobic.

A long time ago in a game far, far away, Ohkram the good Sorcerer had a bit of a scrap with Kraal, who was also a Sorcerer but evil and greedy with it. Luckily for all concerned, Ohkram well and truly kicked Kraal's butt, ensuring a safe period of time for the Kingdom of the Blue Rocks.

Many years later a huge and terrible storm enveloped the Kingdom, unleashing all the badness in the land. By now Ohkram, who was getting on a bit, had exhausted all his magical powers and Kraal, having got wind of the old man's weakness, returned to the kingdom for a revenge fight with his old enemy. Ween, another chappy with a stupid name, was chosen to rid the land of the nasty warlock and save the Kingdom from the ensuing doom.

His quest (which, coincidentally, happens to be yours as well so I hope you've been paying attention) involves obtaining three grains of sand which on, the day of the Great Eclipse, must be placed in the Hourglass of Power (called the Revuss) to fulfil the prophecy of the title. Whilst it may have been easier all round just to pop down to the seven miles of golden beaches in Bournemouth for these grains, Ween must instead solve three sets of puzzles which, in turn, will each reveal a grain of sand. If you're really clever you may be able to work out that when you've completed these three quests, you'll have enough sand to place in the Hour Glass and finally defeat Kraal. Let's see how it's done...



You're not alone in the Kingdom of the Blue Rocks; there's a number of people who will suggest clues at certain stages. The most helpful of these characters is Urm, a fruit-eating vampire bat. You can summon him up at any time (using your flute, if you've worked out how to obtain it) but he will only do you favours if you can reward him with some food.

THE VERDICT

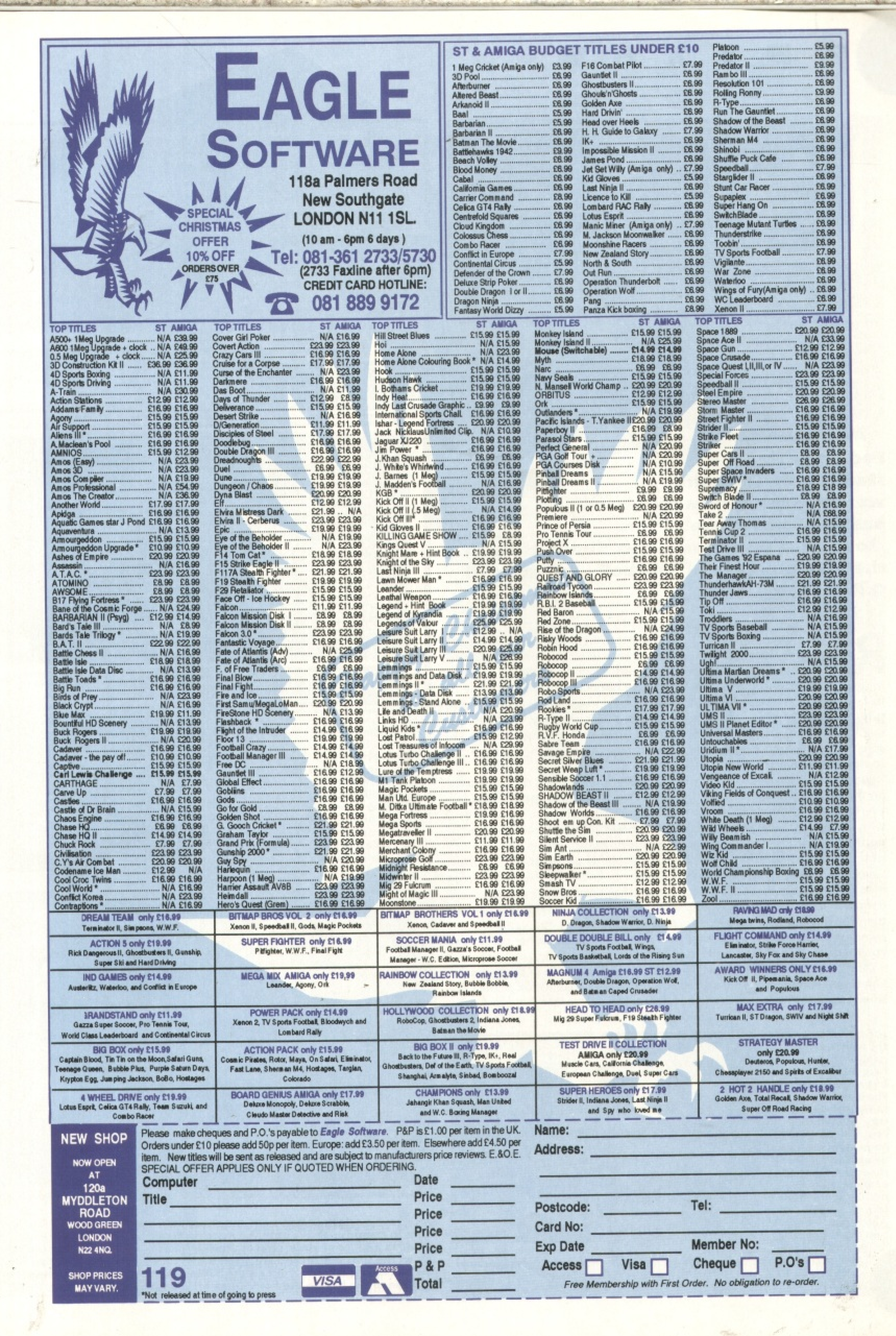
Oh dear (I know that's not a particularly good way to start a Verdict but - and here's a secret - Ween's not a particularly good game at all). The adventure mostly consists of adequately drawn static screens, each of which contain a few obscure articles or people and some REALLY stupid puzzles which must be solved before the adventure will allow you to carry on. A typical example can be found early on. You're in a room containing several different objects, one of which is a skull. You're told that something is rattling inside the skull but there's no obvious way to remove said article. What better to remove this object than a rather large key which can be found on the table nearby? Logical, eh? The cumbersome player interface is almost an adventure in itself and, when you compare this game to something like Kyrandia or Monkey 2, it's hard to see why anybody would prefer to play this. In those games you actually felt as though you were making progress due to genuine skill and not just clicking all over the screen, using every object on each other to see what obscure result can be obtained. Whilst you're clicking over the screen, sarcastic messages appear like "Unlucky" or "It's not working" (which are plain annoying), although there is a relevant one that says "Another waste of time - I can feel I'm going to get annoyed" which, funnily enough, is exactly what I was thinking.

Publisher: Cocktel Vision
Developer: In-house
£25.99 Out Now
mouse

MEMORY 512K | DISKS 3

GRAPHICS 54%
SOUND 61%
PLAYABILITY 47%
LASTABILITY 52%
OVERALL 51%

You'd think that getting over that large crevasse would be a doddle, what with the handy planks lying around, but you'd be wrong. You first need to find a sacred skull, open a secret door, grease and pull a rusty lever and bind the planks together to form a makeshift bridge. On top of this you need to wade through the player interface - perhaps the hardest part of all!



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PREMIER MANAGER

Fed up with standing on the cold, wet terraces, Simon Byron has decided to take action. Move over Gerry Francis as Simon rises to the very pinnacle of football - manager of Q.P.R.

Right from their origins in the days of the ZX81, football management games have never really been super-sexy like their arcade counterparts, most being simply content to present all the numbers and data in functional, boring tables. It's funny how popular this type of game is, having risen from the ancient Addictive game, imaginatively entitled - get this - 'Football Manager', to the incarnations we see today. The management game has certainly moved with the times and software houses are constantly thinking of new and original ways to relay the facts to the sophisticated players of the nineties.

Just what it is that attracts players to sit for hours on end, minds focused on the ultimate 'goal', is hard to define. Avoiding bankruptcy whilst forever improving the team, or perhaps securing a major sponsorship deal with a multi-national company can sometimes produce feelings of emotion which rival defeating a huge end-of-level guardian any day. The satisfaction of seeing your team climb a couple of places in the Rubbish League can be so great that gamers have been known to explode in front of their monitors, provoking legislation that requires all management games to carry a health warning. If your team wins a major tournament then the likelihood is you'll be performing cartwheels and various other gymnastic movements all around your room. How many other games can you name that produce that sort of effect?

And so we arrive at Premier Manager, the latest addition to the genre. Can Gremlin inject fresh life into the old-dog? Let's take a look at the Classifieds.

SIMON BYRON FARNBOROUGH TOWN 4:CONFERENCE
CONTRACT:4 £201882 SATURDAY WEEK 1 OF 1992

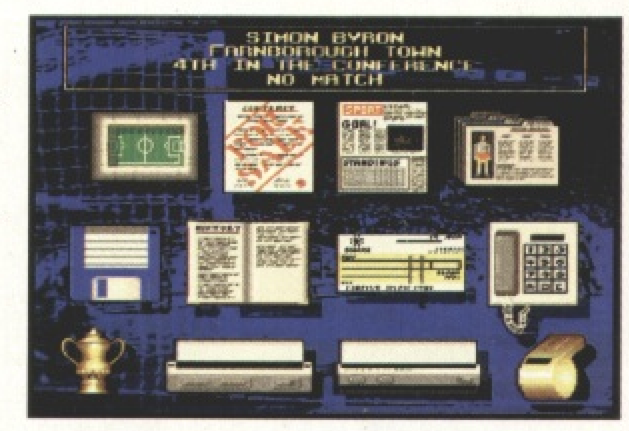
TRANSFER MARKET

WK	SK	PLAYER	FROM CLUB	DIVISION
2	HN	HEALD	COVENTRY CITY	PREMIER
[illegible]	[illegible]	[illegible]	[illegible]	[illegible]
2	TK	BORROWS	COVENTRY CITY	PREMIER
2	TK	POLSTON	NORWICH CITY	PREMIER
2	PS	SHEARER	BLACKBURN ROVERS	PREMIER
2	PS	BARNES	LIVERPOOL	PREMIER
1	TK	WRIGHT	LIVERPOOL	PREMIER
2	SH	HONEY	NEWCASTLE UTD	FIRST
2	PS	FITZPATRICK	LEICESTER CITY	FIRST
2	TK	LUKE	PETERBOROUGH UTD	FIRST
2	SH	BENJAMIN	SOUTHEND UNITED	FIRST
2	PS	AIZLEWOOD	BRISTOL CITY	FIRST
2	TK	HILLS	LEICESTER CITY	FIRST
2	SH	DONOWA	BIRMINGHAM CITY	FIRST
2	TK	HARVEY	TRANMERE ROVERS	FIRST
2	TK	BAILLIE	CAMBRIDGE UTD	FIRST
2	TK	SALE	BIRMINGHAM CITY	FIRST
2	PS	TAIT	BIRMINGHAM CITY	FIRST
2	PS	SANDFORD	STOKE CITY	SECOND
2	SH	PEARSON	HULL CITY	SECOND
2	PS	DARBY	BOLTON WANDERERS	SECOND
2	TK	FRAIN	STOCKPORT COUNTY	SECOND

PAGE 1/3
PLAYERS FOR SALE:49

SCOUT FILE ON PLAYER

The transfer market is the place to buy fantastic new players or sell crusty-old has-beens. You can call up information on any of the players listed which will display another screen outlining their skills and weaknesses (see inset). Once you decide to bid for a player listed you are presented with a figure which 'they' think the player is worth and you are able to submit your bid.

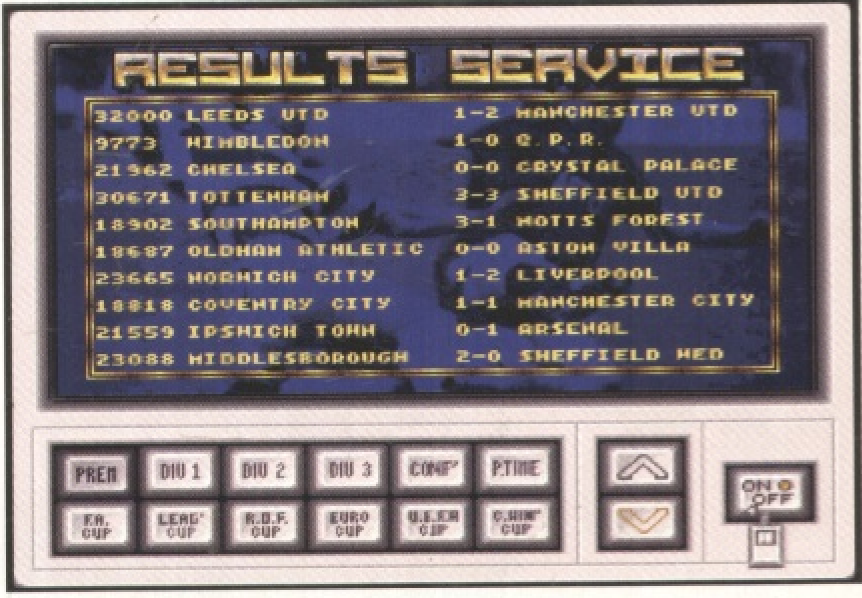


The main screen is the nucleus of the game and from here all options are but a click away. The icons are all fairly self-explanatory and within a few moments most gamesters should be able to recite the meaning of all of them. Note the printer at the bottom of the screen which prints out all the fixtures or results and the fax machine to the right of it which faxes newsworthy messages now and again.



Once you've selected your team and chosen the players that you wish your team to comprise of, it's onto the match screen which reflects the key action in a series of static screens. You can substitute at any stage by clicking on the subs button and are given the option automatically at half time. The ball moves left and right on the bar between the teams reflecting the position of the ball on the field. Come on you Farnborough's!





From the Results Service screen you can not only check on the scores for your division but those of the other leagues as well. All the progress in the major cups can be displayed at a touch of the button as well. I see QPR have been beaten by Chelsea - that'll all change when I become manager.



This is where you can scrounge some dough if things are running a little tight. After checking your bank balance and attendance figures, you can apply for a loan spread over a number of years. Like real banks (where it's not all work, work, work) they'll weigh up the proposed sum and, more often than not, turn it down. Pah! The recession's hit the footy clubs too, you know!



You can change your team as often as you see fit and a lot of information can be called up from this screen regarding each player. Their skills at handling (Maradona would rate highly here), tackling (Stuart Pierce went off the scale when I selected him), passing, shooting and stamina are all displayed. Various other information like their age, time spent on the ball in the last match etc, etc. are shown as well.



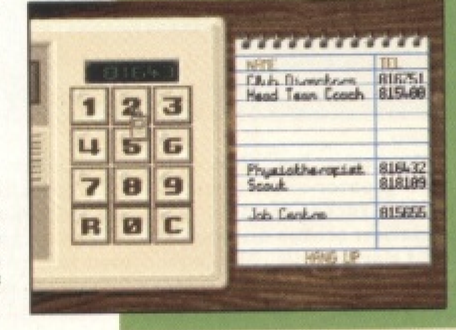
It is possible to call up information on your personal performance from the Career History screen which displays your performance over the past few years.

From the telephone you can dial any of the common numbers or, by calling the Board of Directors you can hand in your resignation, if you've had enough.

THE VERDICT

When it comes down to it at the end of the day, a football management game is a football management game, right? Right. There's not much you can do to disguise that fact and no matter how much in-game screens you add, it's all really a case of number shifting and decision making. With all these modern games a balance needs to be struck between the game core and these presentation screens - they should never intrude upon the actual information or appear to interfere with the flow of the game. Premier Manager is all very nice and all that, and the way it is implemented is very good indeed, but some of the features, pleasant as they are, do get in the way. Contacting the trainer or the scout, for example, involves using the telephone and dialling numbers to 'ring them up'. Although you can click directly on their names to call them, dialling their numbers soon proves to be a chore, the phone rapidly becomes redundant and I can't imagine anybody using it more than three times. Like I say, it's very nice but do we really need it? The game itself is pretty much your bog-standard management 'thing', which is unsurprising given the subject matter, and as such can't really be faulted. If you choose to watch the actual match it can prove fairly exciting but the option to avoid sitting through it or speeding it up is welcome. I wouldn't say that Premier Manager offers anything really new and if you've already purchased a management game then you'd probably come to the conclusion that it is simply more of the same. If you haven't got one then the additional features which gloss over the main game may prove to be just the ticket for a smooth introduction to the genre.





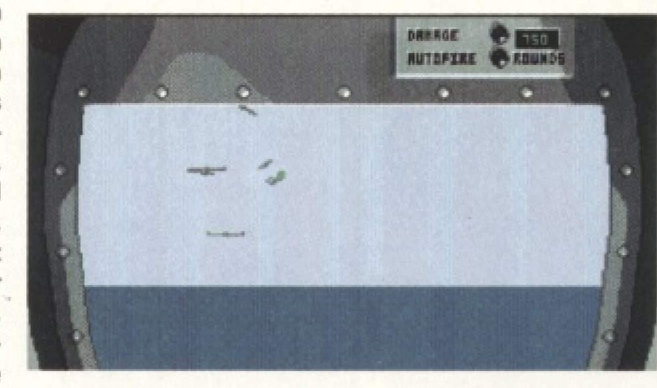
Reach For The Skies

Tally-ho chaps, bandits at twelve o'clock, er, 'Jerries', Hitler (?), Berlin... World War 2 certainly conjures up a wealth of images for Simon Byron. He scrambles down to the airfield to find out whether the new flight-sim from Virgin earns its wings

Can you imagine what it must have been like in the dark and gloomy days of the Battle of Britain? Instead of a high-tech Amiga for entertainment you'd have had to make do with a wooden hoop which you'd roll down the street using a twig. No telly, just a 'wireless' with endless Vera Lynn and Gracie Fields songs blaring from the mono speaker (no stereo in those days). And, worst of all, no The One!!! Oh, and not forgetting the endless fear, panic, bombing and rationing that you'd have to put up with as Hitler tried, in vain, to take over the world.

Nope, thankfully we're much better off nowadays but we do have the opportunity to journey back in time thanks to Reach for the Skies, a game by Rowan Software (the people behind Flight of the Intruder). They've taken a slightly different approach than you might have expected by allowing you to choose which side you want to be on. Whilst this may seem like a controversial and, let's face it, unethical decision (it provokes images of our now foreign friends desperately trying to rewrite history), it actually makes for an interesting gaming experience where you can see first hand the problems that the Germans were up against.

The core of the game is a 3D flight simulation which takes place, in the main, over the southern coasts of Britain. Apparently a great deal of research has enabled the programmers to implement all the real tactics and formations that the German's used so could this game be the closest us pampered gamers will ever get to experiencing the hellish life of a real WW2 pilot? Climb aboard your aircraft, rev the engine, chocks away and we'll take a butcher's, shall we?



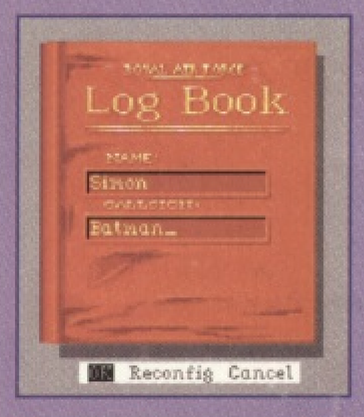
As well as being a pilot, you can play the role of a rear gunner in planes that are fitted with such weapons. Stick the aircraft on auto-pilot and shoot away like there's no tomorrow. Whilst these views also give you the chance to see what's behind you, there is a look-up view which, as well as showing what's above you, also reveals a rear-view mirror.



Playing the Controller allows you to influence the campaign to a greater extent. You can plan attacks, move aircraft from factories to hangars and call up all kinds of information on the enemy forces. Morale plays an important part in this role as you need to ensure the men are contented so that they can perform to the best of their abilities.

LET'S GO TO THE SEASIDE, CHAPS!

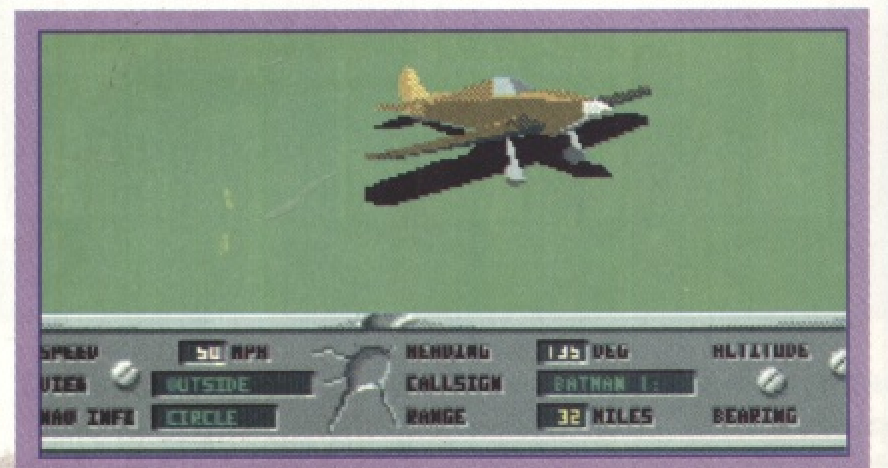
Of course, you don't need a lot a practice to defeat the feeble Germans in the Battle of Britain but we thought you'd like to see exactly how it's done. Erm, if I don't make it back safely, it's not because of a lack of talent on my part, it's because the program must be faulty... no, really.



Right, off we go then. To enroll for duty initially, you'll need to enter your name and callsign in one of these books. Sadly there's only room to type in a maximum of ten characters so you'd better keep your nicknames short. Play is saved automatically at the end of every 'game' day, relieving you of the need to do it manually.



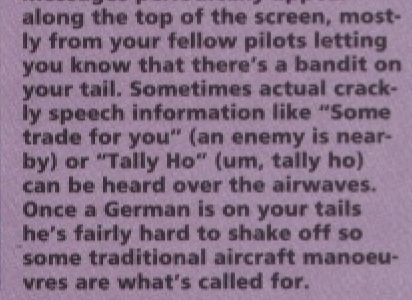
After selecting to play as a Pilot, we need to choose one of the four campaigns to get involved in. They all require basically the same tactic - remove all foreign objects from the sky - but are fought during slightly different stages of the war. This means that as the battles progress, the original battleplan of the Germans is reflected accurately in the game.



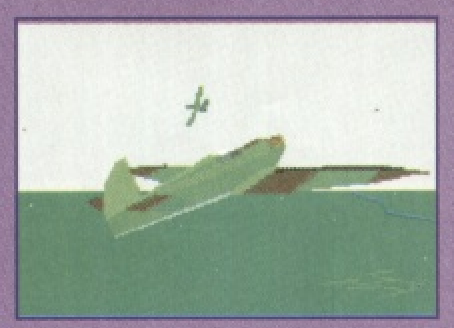
Once we've seen the mission briefing (which tells you where you'll be taking off from and the expected opposition) it's into the game proper. Take-off can be either manual or automatic but you must remember to raise the wheels yourself. Once we're skywards it's best to select the automatic pilot option (did they have those in the Forties?) which will point you in the direction of the bad guys and commence attack procedures.



Right, we're going the right way but the only problem is that the pesky Jerries are miles away. Whilst it is still possible to reach your destination manually, the programmers have included a handy accelerated time option which relieves the boredom of the journey between base and the bloody great scrap (and subsequent bottom-kicking) that the enemy is about to receive.



Messages periodically appear along the top of the screen, mostly from your fellow pilots letting you know that there's a bandit on your tail. Sometimes actual crackly speech information like "Some trade for you" (an enemy is nearby) or "Tally Ho" (um, tally ho) can be heard over the airwaves. Once a German is on your tails he's fairly hard to shake off so some traditional aircraft manoeuvres are what's called for.



There are simply squillions of external views to choose from, most of which are configurable to your own satisfaction. The handiest of the lot is this combat view, which keeps the camera fixed on the currently locked-on enemy, enabling you to line up your shots accurately. Bye-bye, Mr Nasty.



Right, who's next? One down, loads to go. If you do manage to down a Jerry then you can capture the moment on 'video'. By pressing the right keys the computer will record the events straight into RAM, and they can then be saved out to show your grandchildren and let them know exactly what you did in the War.

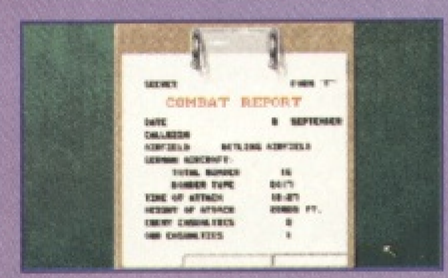
THE VERDICT

From the off it is easy to see that a great deal of effort has been piled into Reach and this is accurately reflected in the manual, which contains a wealth of historical facts about the Battle of Britain. Just flicking through the pages produces an unhealthy desire to play the hero and join in the Force's efforts but I'm not so sure that all these facts are that prominent in the game. It's hard to tell from the restrictive views that you fly with just whether all the German manoeuvres are actually being implemented, but I suppose that even the Spitfire pilots themselves didn't notice all this impressive trickery (and it didn't work anyway, did it?). It's certainly fairly fast but the biggest problem I found is that, unless you jump virtually straight into a battle (which isn't at all realistic), there is a great deal of flying about before the enemy come into view. Whilst this is probably how it really was, it is a waste of time having to switch your autopilot on with accelerated time for a couple of minutes until the real dog-fighting begins. Maybe I'm just being picky as, to be fair, you can choose to jump straight in to a battle but in most flight simulations (yes, especially Knights of the Sky) the battle was almost immediate anyway. If you're interested in flight simulations, and as long as you remember that this is a WW2 sim and there's no modern weapons or aids, then you should find plenty to be pleased with (but try Knights first, though).





Blimey, Nazis, thousands of them - don't shoot 'till you see the whites of their eyes. If things do become hairy (like they are now), Reach for the Skies offers a helpful, but unrealistic, feature which enables you to 'jump' from plane to plane in your squadron. This means you can quite often get out of a dangerous situation at the press of a key. I might do that right now...



...Too late! Bloody programmers, I thought this was supposed to be realistic. Here we have the end-of-mission briefing and, as you can see, I didn't fair too well. You can receive a full summary of your mission from here as well as reflecting for a few moments on the efforts of a valiant fighter.

WHAT'S NEW IN BUDGET LAND?

WELCOME TO THE FIRST IN A REGULAR LOOK AT WHAT'S HAPPENING IN THE BUDGET SCENE. THIS IS THE PLACE WHERE WE FILL YOU IN ON THE LATEST INFO, RUMOURS AND RELEASE SCHEDULES FOR ALL YOU MONEY-CONSCIOUS GAMES BUYERS.

•

The successful and immensely popular Dizzy is soon to appear in his most ambitious game yet, Crystal Kingdom Dizzy. This is by no means just another Dizzy game as, for starters, it's being released at an almost full-game price of £19.99. Due out early next year, this adventure will differ slightly from the others by featuring greater character interaction, varying enemy intelligence and a total of four adventures, either of which can be played seperately via a password system. Just whether the game will be as well-received as the earlier Dizzy games (which were, to be fair, mainly successful due to their low price point) remains to be seen.

•

As you may have gathered, US Gold has launched another budget label named KIXX XL, a publishing force which will concentrate on hugely popular games from yesteryear. Closely tied with Lucasfilm and Delphine, to name but two, the higher-than-usual £12.99 asking price is compensated for by redesigned flashy packaging and unbudget-like manuals. How long before we see The Secret of Monkey Island at this price?

•

Those Codies are presently beavering away on a new overhead racing game called Slicks. Costing a not-unreasonable £7.99, the game offers the player the chance to race six tracks seperately or together in a Grand Prix, and even to even challenge a friend in a spot of head-to-head frenzy. Look out for a full review next issue.

•

Psygnosis in Budget News shocker? Yes, it's true! Although strictly not on budget, it's a compilation so that still counts. Entitled the 'Lemmings Bumper Pack', the £29.99 bargain bundle contains Lemmings and Oh No! More Lemmings in one easy-to-carry packaged, which has been totally constructed from sexy recycled materials (which is, apparently, to become the norm for new Psygy games). Of limited use to us older gamers, this should prove an excellent purchase for newcomers to the Amiga scene but it's only available until January 31st so you'd better not dawdle.



Christmas is only just around the corner and the budget scene is hotting up in anticipation of a very merry festive season. If you've got any tight relatives who don't like to spend a few bob then slip them the name of one of the games below, hang about for a few weeks and - hey presto! - instant snazzy Christmas present. Due to the amount of games that have flooded in this month all The One's team have done their piece so if you'll just adjust your swimming caps we'll dive straight in...

INDIANA JONES AND THE LAST CRUSADE

Kixx XL £12.99

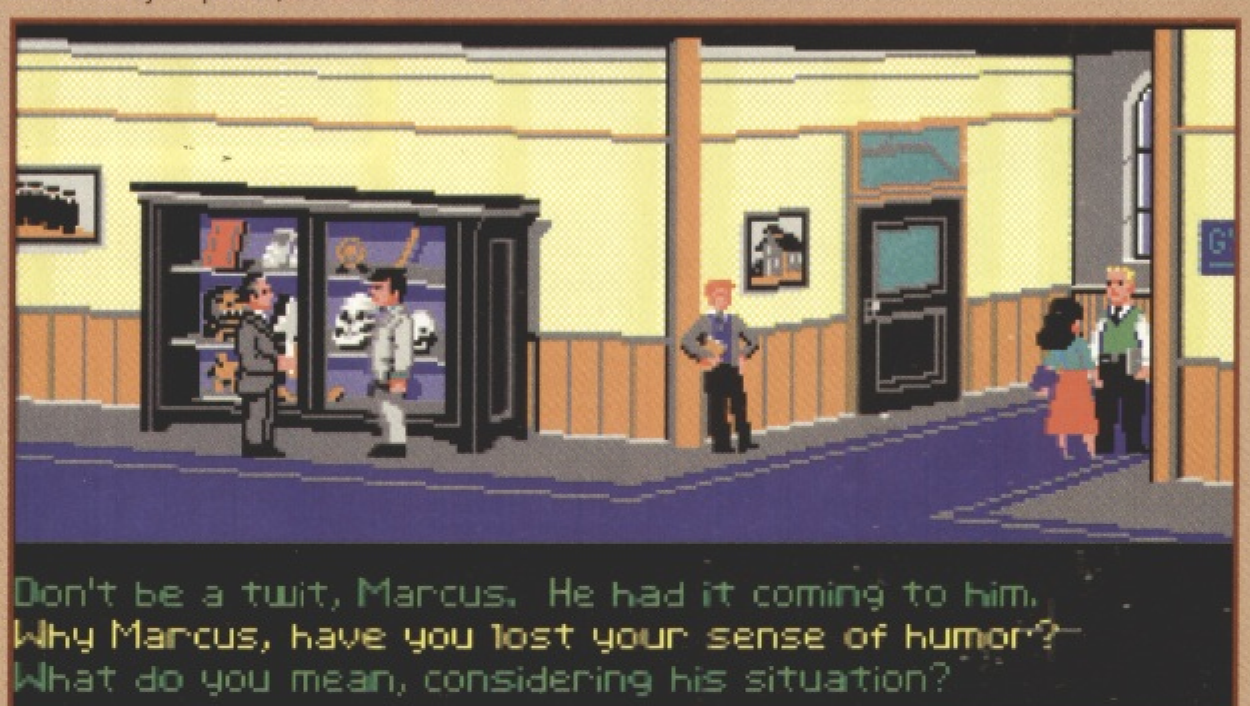
Can it really be nearly three years since The Last Crusade first appeared on Amiga? At the time I remember thinking it was the best thing since sliced salami but a lot of water has passed under the graphic adventuring bridge since then, so it was with no small amount of trepidation that I loaded it up for reappraisal. Would my golden (but vague) memories be shattered, much like they were when I saw my childhood favourites The Banana Splits on TV recently?

I needn't have worried, because The Last Crusade has aged surprisingly well. Admitted, the graphics are a bit crude (direct conversions from the PC version's 16-colour EGA, I'd guess) and the player interface is a little clumsy in places, but for all this there's no denying that The Last Crusade is still a cracking game. In fact, it's actually better that the more recent Lucasfilm games in some respects (mainly in the disk-swapping/accessing department).

The Last Crusade is, as you may have already worked out, based on the third and last Indy movie (you know, the one with Sean Connery as his dad). The big problem with a movie tie-in graphic adventure is, of course, how to stay true to the plot of the film but also introduce enough new bits and puzzles so that players won't be able to just breeze through the game by recalling what happened in the film. However, Lucasfilm have succeeded admirably, and there's plenty of challenge even if you've seen the Indy films a hundred-and-one times (like I have).

If you missed The Last Crusade the first time around (and I suspect there are probably quite a lot of you) then you have absolutely no reason to do so again. It's good to see The Last Crusade re-released as this is one game that definitely doesn't belong in a museum.

OVERALL: 88%



ZAK McKRACKEN AND THE ALIEN MINDBENDERS

Kixx XL £12.99



Originally released way back in 1988 when games weren't as sophisticated as they are now, Zak McKracken is an old graphic adventure from the LucusFilm stables.

The hero, Zak, is your typical nerdy American citizen with high debts, low reserves of brain-cells and the weight of his world on his shoulders. Trouble is, though, some nasty alien-type aliens have decided to take over the world (yes, again) by brain-washing us humans using a particularly scary mindbending machine. So it's Zak to the rescue; by guiding him through a series of adventuring situations the scummy inhuman beings can be defeated, etc, etc.

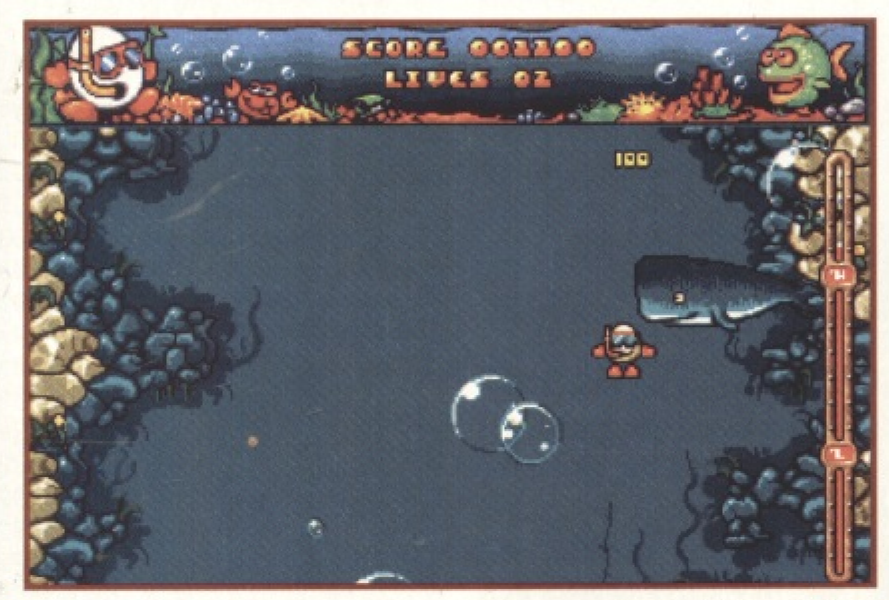
Whilst playing Zak McKracken it is easy to see how far things have progressed in the graphic adventure genre over the past few years. The visuals are sadly lacking in the quality department with lumbering animations and garish, crude backgrounds. The player interface is extremely fiddly when compared with the games out now (Kyrandia especially) and it soon becomes really annoying having to select 'Open' and then clicking on a door just to leave a room.

It's not all bad, though, as the the humour which made the game in the first place is still just as wacky, in an American type of way, and most locations contain a few jokes or tiny touches. Zak McKracken is a fairly decent, good fun type of game which is let down slightly by the awful graphics and monotone sound. If you can live with this and you are in need of a challenging adventure then, aside from The Last Crusade which you should check out first, at this price you could probably do no wrong.



OVERALL: 74%





BUBBLE DIZZY

Codemasters £7.99

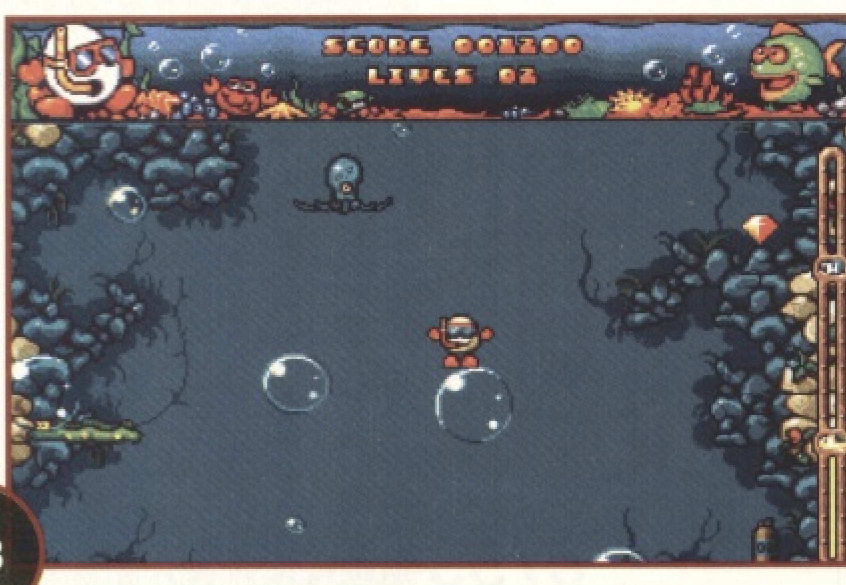
The latest Dizzy game is a sidestep from our egg hero's more traditional arcade adventures. This time round Dizzy finds himself at the bottom of the ocean, having just been kicked overboard by the evil Captain Blackheart. As the more observant and budget minded among you will undoubtedly know, Dizzy cannot swim so he must make his way surfacewards pretty sharpish by stepping on one of the many bubbles that rise from the seabed.

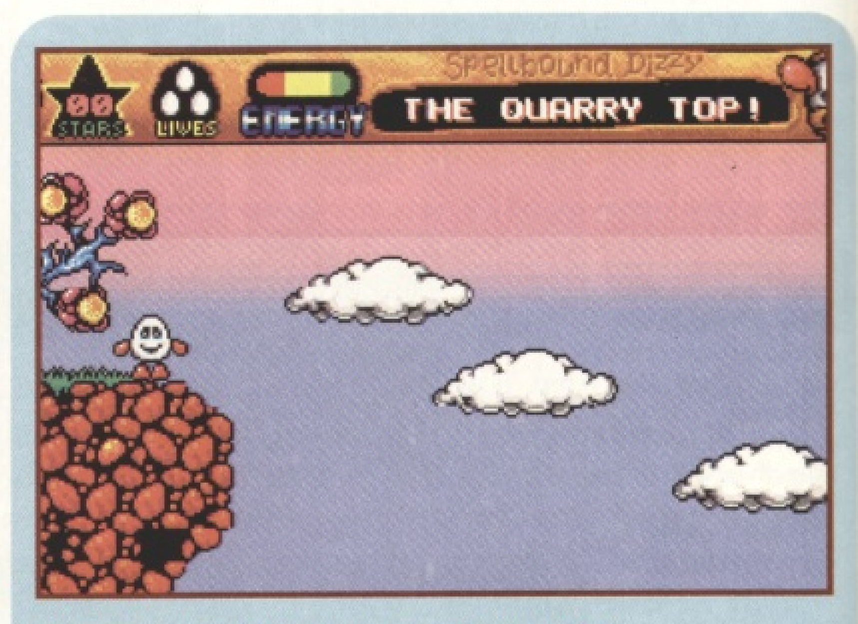
The bubbles aren't exactly the most stable of surfaces to be standing on and they quite frequently burst, forcing Dizzy to leap to another or sink back down and risk drowning. Oxygen is of a strictly limited supply and contact with some of the various sea meanies will deplete the air reserves further although there is always an extra canister lying around on the level somewhere. Pearls can be collected on the way up and once the surface is reached there's just enough time for a gulp of fresh sea-air before Dizzy is plonked at the bottom of another chasm with more rocks and platforms to hinder our hero.



Bubble Dizzy is not a bad game by any means, although neither is it particularly outstanding one. It plays well, if a little 'rigidly' at times, but the the random nature in which the bubbles appear means that levels seem to rely more on luck rather than skill, provoking a fair amount of frustration on a number of occasions. The music is fairly rythmic in a bongo kinda way, the graphics are very 'Dizzy' styley, and it will probably provide you with a few weeks of gaming pleasure if you are willing to persevere with what is basically a limited arcade game. All-in-all it's a fair but not essential purchase.

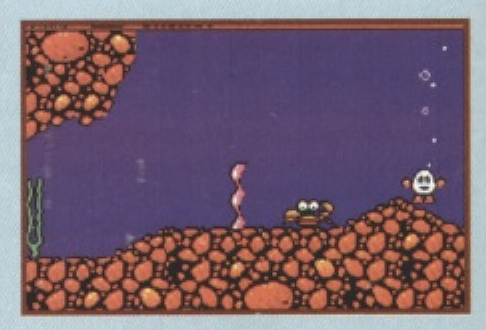
OVERALL: 61%





SPELLBOUND DIZZY

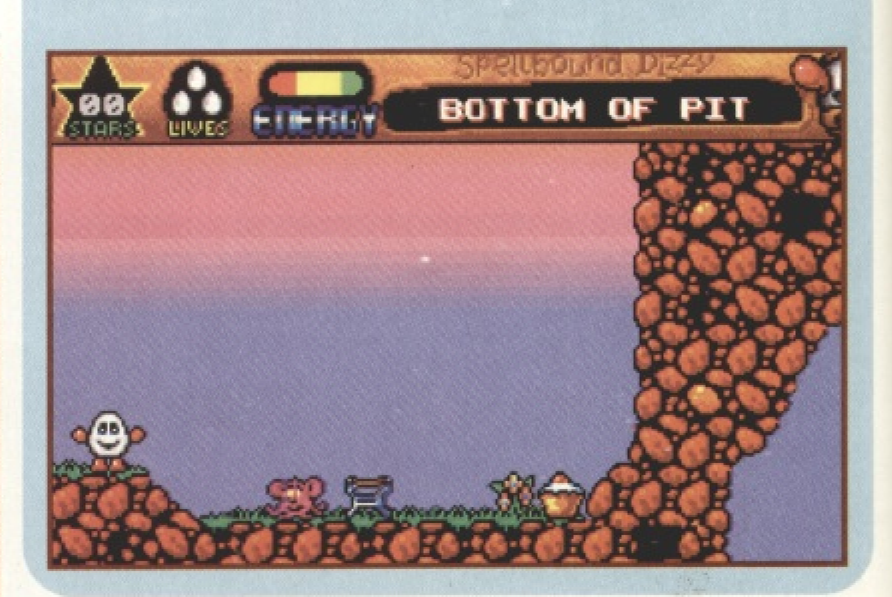
Codemasters £7.99



Not simply content with furnishing us with Bubble Dizzy, those Codies have covered both ends of the arcade market with the latest in a very long line of arcade adventures. In Spellbound Dizzy our eggy friend has got himself into another puzzle-solving situation by reading a-loud a really, really powerful spell from his old mate Theo the Wizard's spell book. Perhaps not exactly the cleverest thing to do, these rather rash magical words have transported all of Dizzy's friends to the underworld. Being the instigator of this dangerous situation, Dizzy must set about rescuing his Yolk Folk chums by negotiating a series of over 110 rooms containing all the problems and situations that we've come to expect from the budget, um, beagle.

It's a standard Dizzy game in every respect, with the usual satisfactory graphics, jolly music and logical puzzles. It's so much like all the previous offerings that, to be honest, I doubt if you'd find much to keep you sufficiently entertained here if you've already played a couple of the other Dizzy adventures. It's very nice and all that but it seems as though the Codemasters are simply content to keep churning out games with the same tried-and-tested formula. If you're looking for new and innovative features here then you'll be sadly disappointed and you should only consider buying this game if you are a Dizzy virgin. (You know what I mean).

OVERALL: 54%



WIZARD GAMES

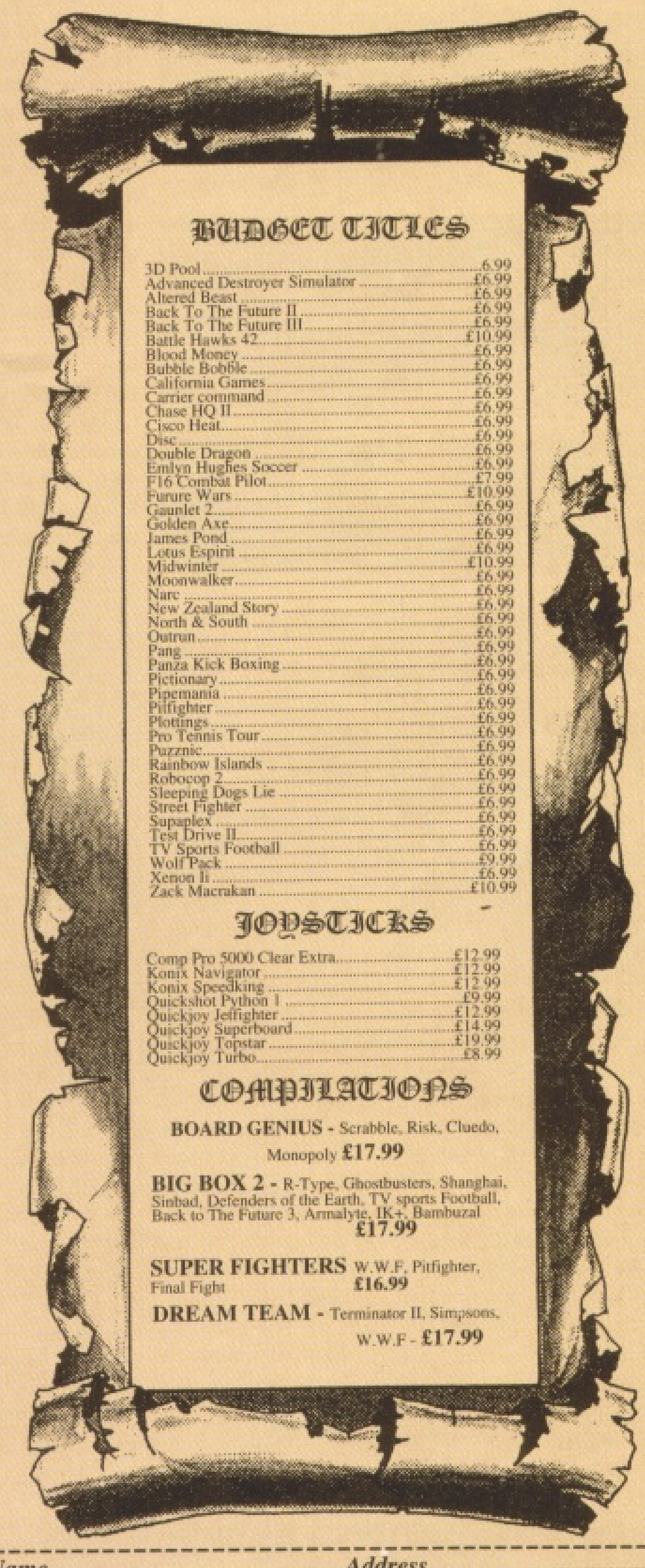
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FIRE & FORGET II

Fox Hits £9.99

One of the first releases on Titus' new Fox Hits label is this little offering which first raised its ugly head in 1990. Basically it's a sort of Chase HQ-type driving game in which - get this - you don't actually have that much control over the car. If you just leave the vehicle to its own devices then it will quite happily negotiate the bends and twists like it's your chauffeur. Now, call me old fashioned or something, but I thought that the idea of a driving game is to, like, drive a car around a track. Still, perhaps this has all been decided for a very good reason so let's not worry about it too much.



Besides being a driving game where you don't drive, Fire & Forget II is also a shoot-'em-up along the lines of Roadblasters, the crusty coin-op from Atari. Badly-drawn sprites are placed above or on the road which you must finish them before they finish you. There doesn't seem to be much skill in shooting the enemy craft as it appears to rely more on luck than anything, and quite often you end up losing a life by being hit by a single bullet which you had no knowledge of before.

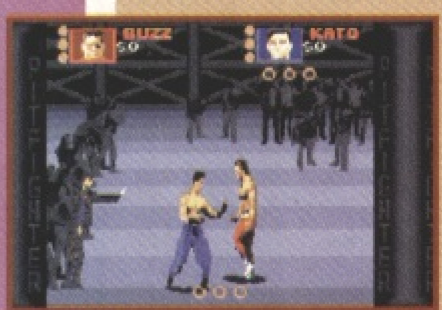
Not simply content to leave it at that, the programmers have included a novel little twist whereby you can transform the car into a car with wings and take to the skies. Unfortunately, though, it's not very clear when you can and when you can't do this (the instructions are very brief) and just what the advantage of doing it anyway is beyond me.



There's not a lot to recommend in Fire & Forget II. In fact, I'd say there's nothing at all to praise so - hey! - do yourselves a favour and stay well clear of it. It's tempting to end the review by utilising the words 'fire' and 'forget' together in a clever little sentence but I'm not going to, okay?

OVERALL: 39%

PITFIGHTER Kixx £7.99



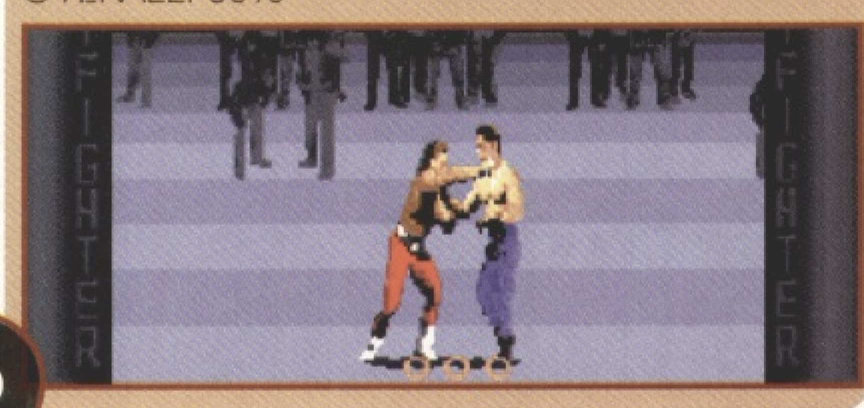
The underground world of Pitfighting is a rough and dangerous place where blokes wouldn't think twice about slitting your throat for the price of half a shandy, and now you can be part of the action courtesy of the latest re-release from Kixx.

The player (or players in the simultaneous two-player fun mode) must battle his way through a number of progressively harder characters with names like Warrior and Angel (who, as it happens, is a rather luvverly lady), using a number of dirty fighting moves and lobbing a few motorbikes and the like about. There are also a number of occasional 'bonus' screens where each player is awarded points for being the hardest and meatiest fighter in town.

What sets this game apart fom the beat-'em-up crowd is the unusual way in which the on-screen violence is depicted. Each digitised sprite has been directly ported over from the coin-op and shrinks or enlarges as the players move in and out of the screen. When there's a number of characters in the 'ring' the game camera pivots and swings to accommodate all the players which makes for a visually exciting and different experience.

If you're looking for a rock-hard beat-'em-up then Pitfighter is an ideal purchase. The different graphical styles make the game more interesting and although there aren't a vast amount of moves, there's more than enough to satisfy the average gamester. As to whether it will be enough for all you sophisticated Streetfighter 2 fans... Well, perhaps, but you could do worse with your money whilst waiting for that particular phenomenon.

OVERALL: 68%

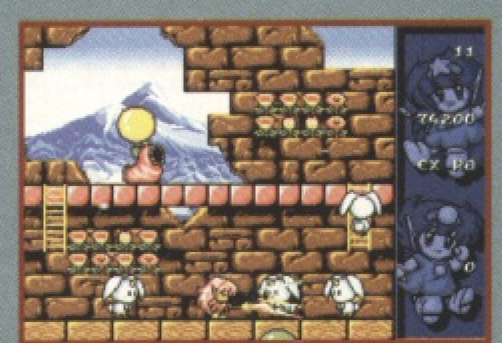




RAVING MAD US Gold £25.99

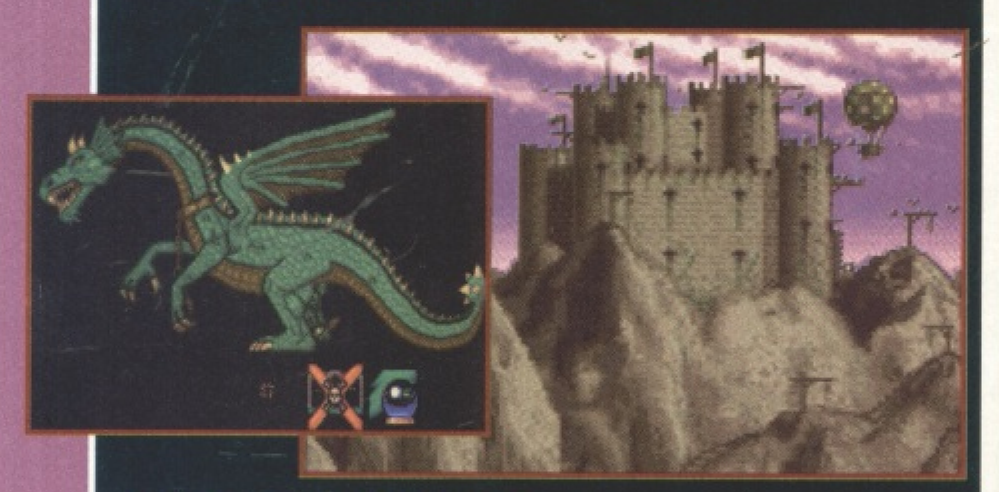
This, another value-for-money US Gold compilation, should put any cutesy platform game fan on hog heaven, as it comprises Rodland, Robocod and Mega Twins.

Rodland places you in control of Tam or Rit, two 'My Little Pony' cuties, who must rescue their 'mom' from the clutches of an evil demon. Each single-screen level contains dozens of cuddly meanies who each have their own special way of dealing out death to the two vom-inducing heroes. Once a level is clear of nasties, our heroes can move on to a meeting with the obligatory end-of-world guardians. You'll not find many recent straight arcade conversions better than Rodland. It plays fantastically, looks brilliant and has a lot of variety in terms of levels and bad guys.



Continued on page 92

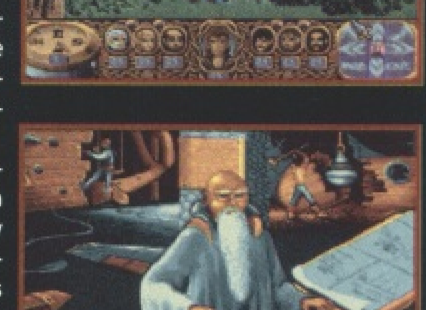
CHEAPOS!



MAGIC WORLDS Daze Marketing £25.99

If you've got a passion for strategy-style games then your head'll prob ably explode when you take a gander at Magic Worlds. You see, it's a compilation of a trio of brain-taxers, namely Dragon's Breath, Crystals of Arborea and Storm Master.

Dragon's Breath is by far the oldest of the three games. Up to three player can take part (if less than three are playing, the computer fills in), each assuming the role of a Dragonmaster in control of a legion of mighty dragons with which to do their bidding - raiding villages, attacking enemy dragons and so forth - the ultimate aim being to find the parts of a magic Talisman that will grant the possessor access to Dwarf Mountain and its secrets of immortality. Sadly, however, the game doesn't quite fulfil the exciting promise of its scenario. The pace is slow, and even the most strategy-hungry gamer might find some aspects of the game daunting (especially the incredibly complex spell-casting section).



Crystals of Arborea is a sort of prequel to the excellent Ishar. Both games employ a very similar and very attractive first-person 3D graphics system to illustrate the player's progress around the gameworld, but where Ishar was full of fascinating things to do and interesting people to meet, Crystals is empty and a touch dull.

Star of the pack is Storm Master. As ruler of one of eight warring kingdoms, it's the player's job to keep the plebs happy, to defend and expand the realm and, of course, basically to try and stomp the opposition into the ground. Battle with enemy forces take place aboard giant flying ships (of the wood and sails kind), and this is where a rather nice arcadey element comes into play. It's an exceptionally pretty and very playable game, nicely thought out with an intriguing scenario. Top-notch stuff all the way.

So, is it worth the asking price? It all depends on how much you like these sorts of games, I suppose. There are no real duffers here, and Storm Master is an superb game. You pays your money and you takes your choice, as the old cliché goes.

OVERALL: 83%



Continued from page 90



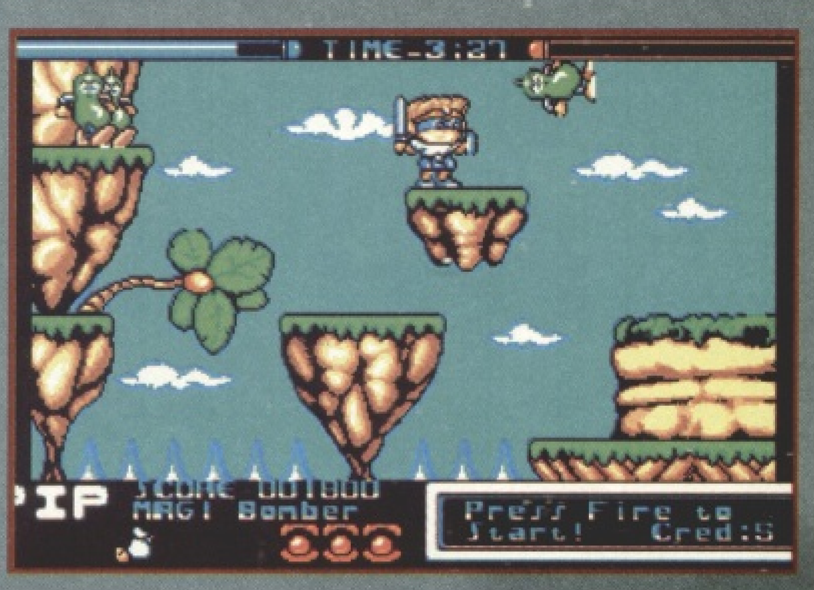
Robocod is a scrolling cutsie platform affair. The fishy superspy has to restore spirit and festivity to Santa's toy factory which has been besieged by Dr Maybe. James Pond has a few robot-inspired abilities which include extending his midriff to reach higher platforms and scrunching himself up to protect his precious bod. It's incredibly playable and the levels are huge, but there's not a lot going on on-screen and when there is the screen tends to launch itself into a kind of wobbling breakdance display. However, to be fair, this is not really a problem most of the time. Although the game has been superseded by the likes of Zool and his friends, it still remains one of the top platform games to appear on the Amiga.





Last up is Mega Twins, yet another scrolly platform game with two-player action and 'twice the fun and double the trouble' as it says here. The Twins must battle their way across a number of levels in an effort to sort out the problems of the land and retrieve a legendary stone called Dragon Blue Eyes. Obviously in a compilation there has to be one which doesn't stand up too well when placed next to the other games and - you guessed it - Mega Twins is that game. The action is a tad on the slow side and it doesn't seem to hold the attention of the player like Rodland and Robocod. It's just a fairly average game with no particularly outstanding features or amazing innovative feature. Overall the two main sellers, Rodland and Robocod, are both excellent games and if you don't own either then this compilation is well worth your money.

OVERALL: 86%



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WIN! A CRATE OF TOMATO KETCHUP! (And an A1200)





We've gone tomato crazy here at The One, and it's all the fault of Psygnosis and their brilliant puzzler called (rather catchily we think) Bill's Tomato Game. We just couldn't stop playing the damn thing! In fact, it got so bad that none of the issue was getting written. So, in desperation David (who was the least affected of all of us, mainly because he couldn't get past even the first level) called Psyggy and asked them how they were weaning their playtesters away from its awesomely-addictive powers. Their answer? Tomato ketchup - and lots of it. Which brings us, in a somewhat contrived manner, to...

THE PRIZE

So how's about this then, guys n' gals? Yes, one oh-so-lucky reader will win, courtesy of those top people at Psygnosis, a whole crate of scrum-de-lum tomato ketchup all for themselves. Just imagine never having to suffer the indignity of dry fish fingers and chips ever again (well, for quite a long time anyway)... Makes you feel quite hot and excited, doesn't it?

Oh, I almost forget - there's also a brand-spanking-new new A1200 for the winner as well, which I suppose I'd better tell you about. Actually I'm not going to bother with all that because Doctor Dave 'Mad Dog Butcher' Upchurch (MD) has written a fine article, telling you all about the A1200's exciting new features and the like, some way back in the issue so if you haven't read it already then pop off and do it now and then I'll see you after the heading below.

WHAT YOU HAVE TO DO...

Well, to tie in with Bill's Tomato Game we've come up with a corking question which should keep you occupied for at least twelve seconds or something. All (ALL?) you have to do is count up the number of times we've mentioned the word 'tomato' this issue. That includes the review, contents pages, this compo - everywhere, but it has to be the word 'tomato' and no variations on that (like tomatoes, tomatotastic, tomatoey or other such non-words that we've invented). So that's tomato and nothing else, okay. TO-MA-TO. (Yes, that one does count).

Once you've decided on a tomato of a figure, fill in the coupon below (or a photocopy if you don't want to destroy your precious issue), think up a witty answer to the tie-breaker and get your entry in by December 21st. Oh, and the best of British to you.

THE RULES

This competition is not open to employees of EMAP Images or Psygnosis, their friends or relatives. The competition will close on December 21st and the winners will be notified shortly afterwards. The Editor's decision is final and no correspondence will be entered into. No alternative prizes will be offered and, while every care is taken, EMAP Images cannot be held responsible for entries lost or damaged in the post.

Fill in the coupon below and send it to: IT TOOK ME HOURS TO COUNT ALL THOSE TOMATOES Compo, THE ONE, Priory Court, 30-32 Farringdon Lane, London EC1R 3AU.

That was easy! As everybody knows, the number of times the word 'tomato' appeared in this issue was:....................

Tie Breaker (to be completed in twelve words or less):
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....

....

....

....

....

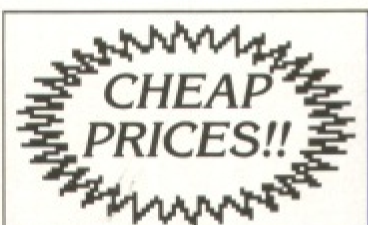
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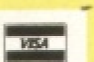
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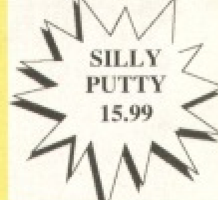
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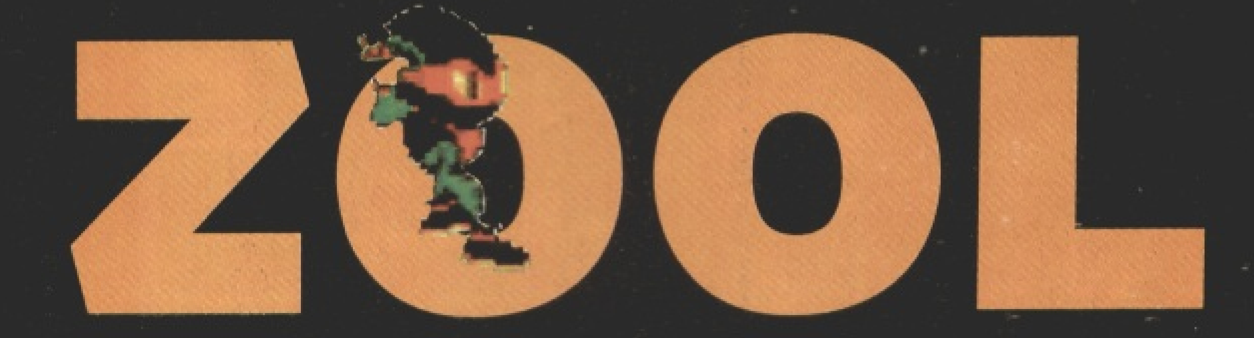
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Welcome to the first of the slightly-new-look Kill Zone. It's been absorbed into the main magazine so it's no longer a pull-out, sadly. But there's no reason to get depressed, 'cos this month there are some starter tips for Zool, the beginning of a guide to Putty, copious Wizkid hints and the conclusion of the definitive Eye of the Beholder 2 solution, plus the usual plethora of Snip Tips and Dr David's Games Surgery. Isn't it good to know that, even though some things may change, the Kill Zone still kicks the butt of every other tips section around?



Number One in the charts and no sign of stopping... If ever a game was crying out to be tipped, it's this one. So here are some, courtesy of Gremlin.

• On the first level, use the spinning power jump on the small Chupa Chup logos - this will give you loads of goodies.

• Try hitting the bottom of the brown walls, as they sometimes lead to hidden rooms.

• If you have one, use an autofire joystick on the end-of-level baddies. But DON'T use it for general play, as you should try to use the spin as much as possible while jumping. Oh, and it's no use hidding in the bottom-right corner when the Level One baddy comes on - you have to shoot him from the front.



• On Level Two, use the slide-kick to kill the drums, as they're too tough to be affected by bullets.

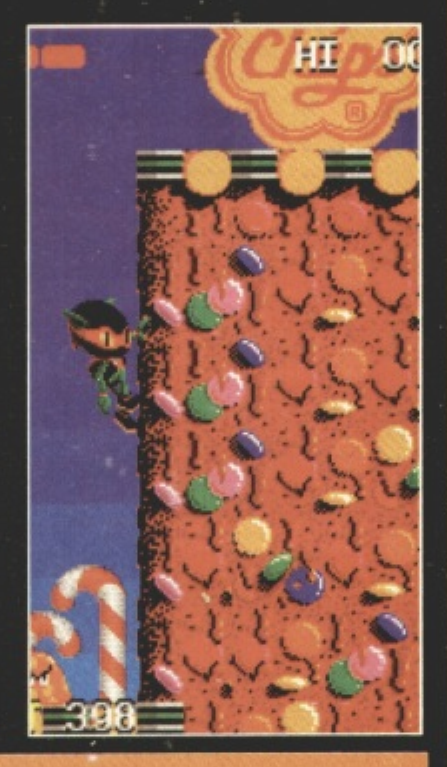
• There is a secret shoot-'em-up level hidden on Stage 2.1. Keep jumping into walls which look like dead ends until you are transported into the secret world.

• All through the second level you'll find music keyboards. Find the music sheets on which some notes appear, then try playing these notes on one of the keyboards. This is the only way to exit from Stage 2.2.

• Alternatively, try playing this tune on the first keyboard you find - GREY, WHITE, BLACK, BROWN, GREEN. You should recognise the tune when you play it.

• Try your spinning jump on the amplifier speakers, for loads of goodies.

• On Level 1.3 keep walking right from the start point until you come to a wall. Punch this to open the gate to the secret Gamesmaster bonus room. BUT! You can only access this once the time has ticked down to below 50.





CHEAT MODE

Yes, here it is! Your chance to ruin any further entertainment the game may hold for you at a stroke! When the screen says 'PUSH FIRE TO START GAME', type in GOLDFISH (yes, GOLDFISH) and the screen should flash to indicate that the cheat has been activated. Now, simply press a key from F1 to F6 before hitting fire to start the game on the corresponding world. During play, you'll find that the '1' key makes you invincible and the '2' key skips to the next stage. We'd like to extend our thanks to about five billion readers who sent in that little gem.

Squelch, squelch, squelch! Look out - Putty's coming through! If you're having trouble with the little blob from Putty Moon, then you'll love these guides from System 3, showing you the locations of all the various bonuses and hints on how to tackle the bad guys!

I AM THE POWER!

SCORE GEMS



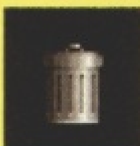
Award big, big bonuses. Comes in 1000, 5000 and 10,000 point flavours.

FOOD



Replenishes Putty's pliability.

DUSTBIN



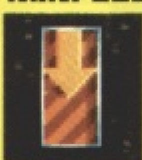
Allows Putty to carry up to four robots at a time. Very handy.

FALSE TEETH



Gives Putty the power to destroy certain special nasties

MINI ELEVATOR



A second exit, so you don't have to cart the robots to the bottom of the screen.

PUTTY MOON

LEVEL 1

LEVEL 2



LEVEL 3



(1) BOUNCING TOADSTOOL
You can take out the Toadstools in a variety of ways, including straightforward squashing or absorbing. However, the best thing to do is give them a hefty thwack with Putty's fist - this produces a points-heavy bab!

(2) TERMINATOR CARROT
Nasty! This vicious vegetable is one of the deadliest enemies you'll encounter on Putty Moon. Duck his bullets by melting - eventually the recoil from his gun will push him off the platform!

(3) SPIDER
Spiders are very poisonous so avoid them at all costs.

(4) SEPTIC SNAIL
Punch it, absorb it or squash it - whatever you do get rid of it! If you don't, it'll slime all over you!

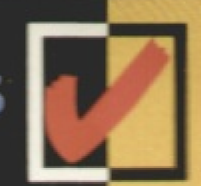
(5) CUSTARD MAN
Although a rather ugly-looking beggar, a quick sock in the jaw will soon reveal his true form - a puny little Spleenoid! These feeble little critters should be squashed before it reverts to its normal form.

(6) BARREL
Not loaded with beer and nice stuff, sadly. Oh no, these kegs are packed full of high-power explosives which go kaboom on contact. Best advice? Steer well clear.

(7) GREEN KAMIKAZE CHICKLETS
These birdies flutter about wildly and will explode if they knock into you. They can be absorbed, but it's not easy to do.

(8) BIGGLES THE WASP
Although not a big danger in itself (it's actually a bit of a sweety), the wasp will rain bombs down in your vicinity and these, as with the real thing, should be avoided.

(9) SPACE KID
The Kid flies around, in an attempt to find a place to land next to Putty so that he can slash him with his sword. A well-timed punch will soon see him flying back into the sky.



PUTTY



DWEEZIL POWER



Makes Putty invulnerable for a short period of time.

BUBBLEGUM



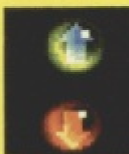
Allows Putty to inflate and explode four times without losing any pliability.

UNCLE TED



Freezes the nasties for a short period of time.

INSTANT UP/DOWN



Whisks Putty to the top/bottom of the screen in a flash.

EXTRA TIME



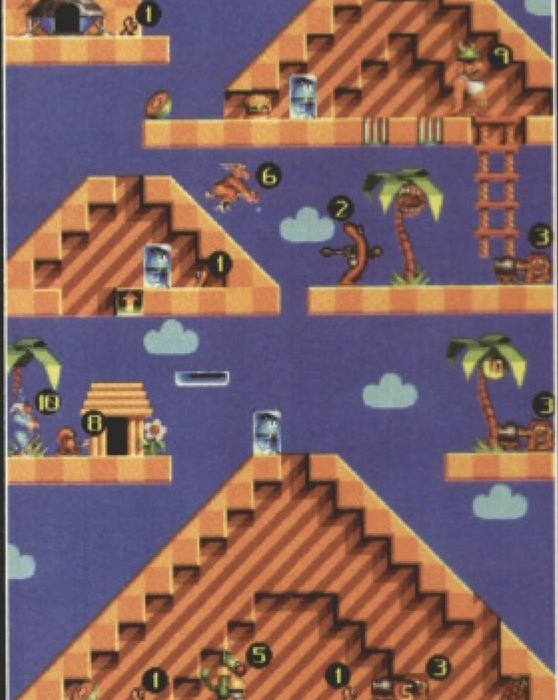
Er, gives Putty extra time.

DAZZLEDAZE VILLAS

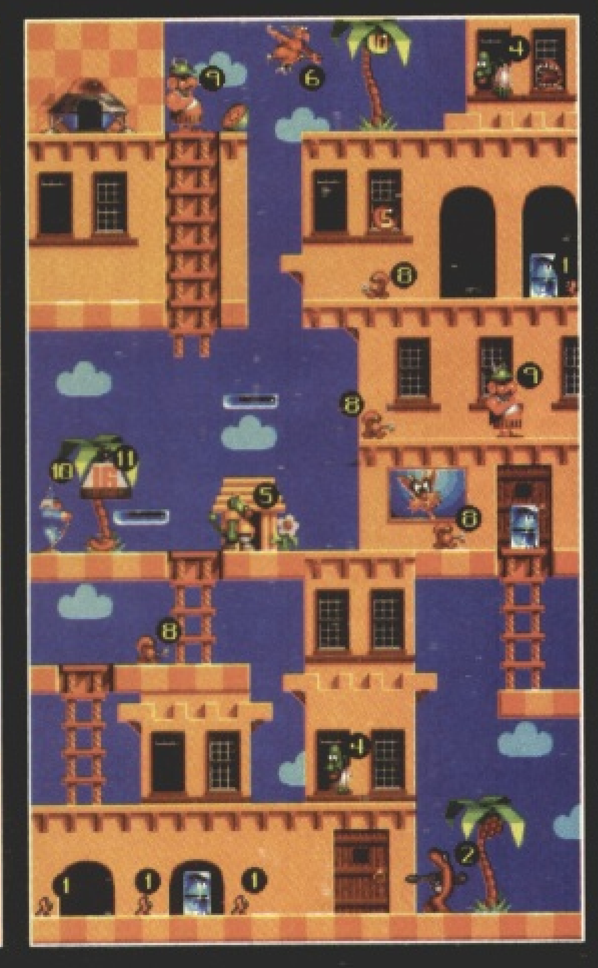
LEVEL 1



LEVEL 2



LEVEL 3



(1) BAKED BEANS
Nasty little devils, these, which explode on contact with you. Squash them.

(2) SCOUSE SAUSAGE
This pugilistic Frankfurter fatty is highly dangerous and there's no easy way to kill him. Find the False Teeth power-up, however, and he should be no problem.

(3) GUN-POWDER MONKEY
Avoid his flying balls (wa-hey!) and take him out with a sharp punch.

(4) BACCY-CHEWING GOBLIN
Pump up Putty next to the Goblin's window. When Putty explodes he'll blow the green nasty indoors once and for all.

(5) BIG YELLOW GOBLIN
What a faker! This Goblin may look big n' tough but he's just full of hot air - one punch will knock the wind out of him. Then, when he's feeling all deflated, jump on him to squash him.

(6) FLYING HAG
Avoid this nasty old witch's missiles as best you can.

(7) SPINNING FRIED EGG
This is the Putty world's equivalent of a landmine so step to it, not on it.

(8) SMALL RED GOBLINS
Squash 'em or punch 'em, either will liquidate 'em.

(9) SNOT GOBLINS
Avoid his bogies at all costs. Although you may want to exact your revenge after being hit by his nose-pickings, you can't kill him unless you've found the False Teeth power-up.

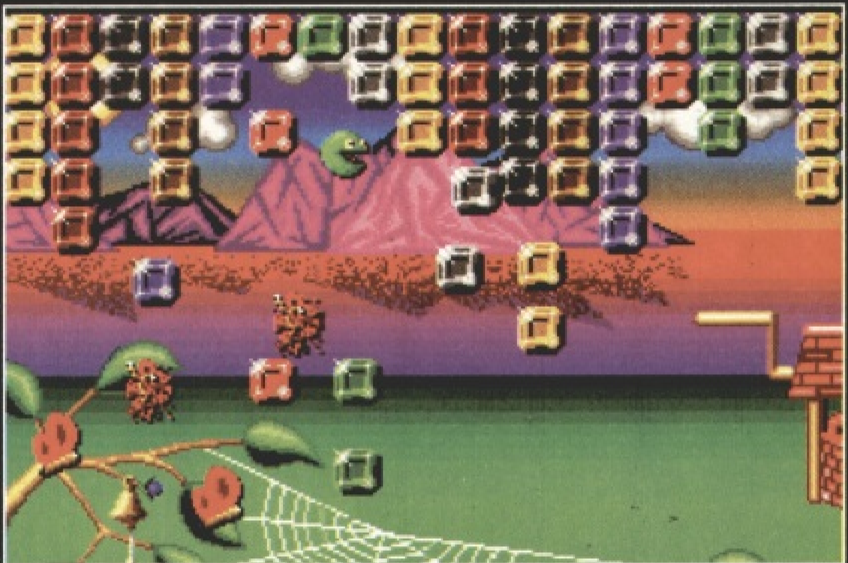
(10) DAZZLEDAZE
Aaaaaiiiieee!! Run away! Run away!

(11) 16-TON WEIGHT
Take care when you're walking underneath this, as it can fall at any time.

WIZKID







- Use the coin in the machine in the Gent's toilets to access the secret cave network. (Don't overlook the invisible door).

- Buy ALL the objects you can afford you never know what you might need.

- Try buying stars - you can make a quick profit, as they give you extra money.

- You can't finish the Graveyard level properly unless you die. You must kill yourself by using the tiles on the hidden screens.

- Using the Ladies toilets will clear the blockage in the volcano for your future exploration. (It could lead to a whole new dimension).

- On the Pirate Ship level, the shields on the boat are split into two sections. The three nearer the ship's head control the face on the end of the figurehead, and the three to the rear of the ship activate the head function in other ways. Remember to wear sunglasses if you want to see the light.

- Don't shoot anything but the mother eyeball on the Wizball level for a bumper harvest of Wizeroid ships at the end of the game.

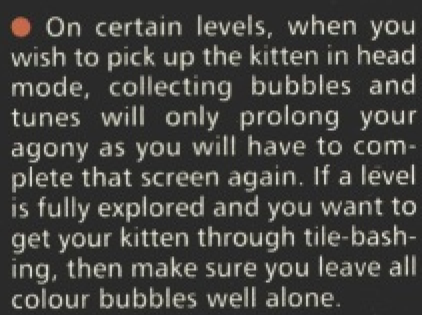
- If, on Mount Wizimanjaro, you







Sensible Software's wacky arcade opus is just ripe for some tips, we reckon. So we kept pestering the game's main man Jon Hare on the phone until he did some for us. And here they are - but be warned that they're as twisted as the game!



have two or four lives left then you can walk through the lava flow unharmed. There you will find an extra Wizeroids ship and an extra surprise...

● Try finishing all nine Scrabble screens for a mega bonus.

● When you are flying over the tree screen, pluck the cross from the top of the church spire and land again, without going to Level Six.

● In the Sensible Softpawn shop, try to swap the objects displayed by giving Iain the Clown what he asks for in the speech bubble. Use the lucky dip to find some of the objects he wants. You must leave this screen with the match, shovel, cross and all the diamonds. And you shouldn't leave until Iain is off his rocker.

● Try getting behind the eyeballs on the Wizball level - it's a good way to avoid being hit.

● You must have at least EIGHT kittens to beat Zark in the boat race back to his castle.

● With four diamonds and a can opener on the jailhouse screen, you can unlock your way to untold wealth...

● Before you use the cannon in the circus, try to make a hole in the podium. (You never know what strange things might live under podiums...) The hungry mouse might help you with this, but you'll have to kill him first.

● When you are inside Dog Girl's mouth, be sure to jump up and down on the bunkbed, just in case a yellow diamond appears on the carpet.

● Don't always pick up the kittens when you are just a head - make sure you have thoroughly explored the level first.

● Pick up all the money from completing a tune for a Super Wiz Bonus.

● Aiming tiles upwards and diagonally is the best way to kill aliens if the tiles and aliens are both plentiful.

● On certain levels, when you wish to pick up the kitten in head mode, collecting bubbles and tunes will only prolong your agony as you will have to complete that screen again. If a level is fully explored and you want to get your kitten through tile-bashing, then make sure you leave all colour bubbles well alone.









EYE OF THE

AZURE TOWER LEVEL 1

This is a pretty desolate level and not too large either. Keep an eye out for an illusionary wall in the large room. There's also a mirrored shield to be found.

AZURE TOWER LEVEL 2

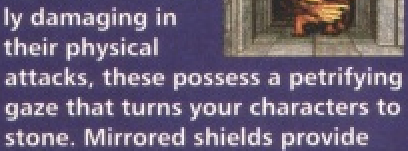
(A) Dispel Magic spells are needed to remove the illusionary walls and should be cast on these statues.
(B) The wizard here will give one character enough experience to rise by one level. I waited until my mage had just gained a level and then went back.
(C) The Soul gem is here.
(D) The Body gem is here.
(E) The Heart gem is here.
(F) The carving in the wall requires three gems to activate the nearby door.
(G) This Bulette drops a key when slain.
(H) The moving wall can be got past by stepping onto a pad nearest the wall and throwing two objects onto the pad at the opposite side of the room. The party should now able to get through as the wall will have moved to 'block' the fallen items.
(I) The Eye of Talon is needed and can be found by completing the challenge at location Q.
(J) This lock requires a Crystal key.
(K) To collect the Amulet of Life you must pull down the left-hand and middle switches and then press the button.
(L) To seal the pit, you must place an object on the pressure pad. This is done by throwing a weapon at the moving Basilisk when it is on the pad. If you hit it, it should drop.
(M) From here onwards there are numerous pressure pads around that activate fireball launchers. Needless to say that it is a good idea to save your position often and try to remember which pads activate which fireballs.
(N) A Shell key lies here.



(O) The Crimson key here opens the locked door on Level 2 of the Temple.
(P) A mirrored shield is here.
(Q) The mouth here issues a challenge to the party where no spellbooks or holy symbols can be taken. Note: If you open a mage or cleric menu and then drop the object the menu still stays up, allowing you to use the spells.
(R) The Wall of Souls does 48 points of damage to each party member before you can pass, so have some healing potions ready.
(S) The Eye of Talon is the party's reward for defeating the Daemon.
(T) A mirrored shield lies here.

NASTY NASTY (One mo' time)

BASILISKS



While not seriously damaging in their physical attacks, these possess a petrifying gaze that turns your characters to stone. Mirrored shields provide extra protection against attacks. The magic dust you'll find earlier in the game is 'Stone to Flesh' powder and has obvious uses.

BULETTES

While they may not look like much of a threat, these are a serious danger. Their bites can do in excess of 60 points of damage, meaning instant death for many characters! Make sure your SAVEd game is handy.



GREATER DAEMONS



These guys are pretty tough, and seem immune to Cold attacks and Lightning Bolts. They also seem very hard to hit, so spells that improve your physical attacks are needed.

AERIAL SERVANTS



As is the norm with higher-level nasties, they do serious damage with their attacks and are fairly difficult to hit.

MEDUSAE



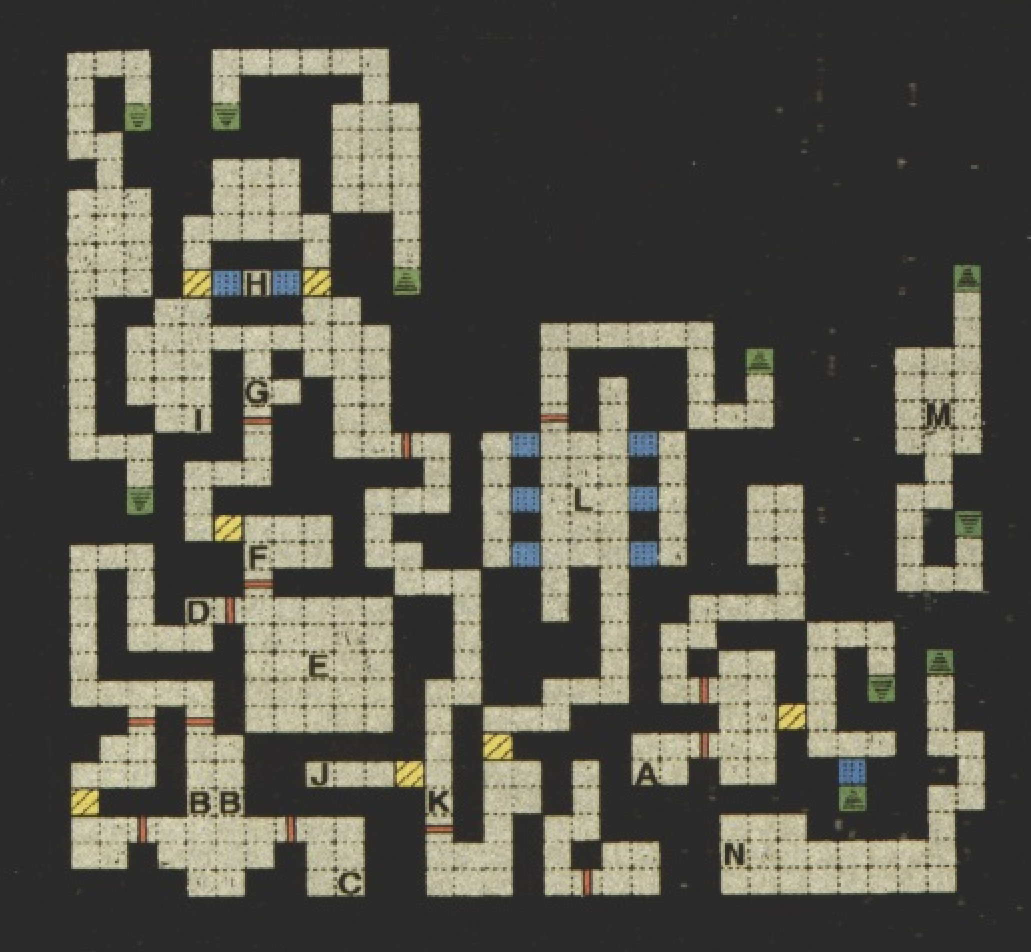
Although not that tough they too possess a petrifying gaze that can

BEHOLDER 2

Take heart noble adventurers, Khalid 'Archmage' Howladar has returned with the information needed to defeat the foul heathen scum Dran Draggore. Read closely and keep your weapons at the ready if you wish to prevail.

AZURE TOWER LEVEL 3

(A) Through this teleporter lies a Shell key.
(B) Guardian Daemons are here and one drops a Crystal key once slain.
(C) Here lies a mirrored shield.
(D) There is no way to get past the sigil without taking damage, and prepare for Daemons once past.
(E) The objects can be reached by either dodging the fireballs or striking them with another object such as magic missile, these however must be carefully timed. However, don't take all the objects or you'll feel the heat.
(F) Note the secret button.
(G) The pressure pad here launches fireballs down the corridor so make sure you move into the alcove. The fireballs also harm the attacking Daemons, so it can be quite useful.
(H) Here lies the Starfire Sceptre which creates a magical shield and is used as a key.
(I) Here lies a mirrored shield.
(J) Here lies a mirrored shield and Jhona's Cloak of Protection.
(K) The party should receive a message from Khelban, but beware! Not all is as it seems. . .
(L) The pressure pads here can be depressed in six combinations. There are six pads behind the barriers and there are two teleporters. Can you guess what you have to do? Basically with each combination you must throw an object through the active teleporter (only one appears at any time), this then lands on one of the pads behind the barriers. Repeat this for all the combinations and with the sixth the exit should open.
(M) This pits are extremely tedious due to the fact that if you fall through, the game has access the disk for the levels below. So best to save it at fairly regular intervals.
(N) Here lies a Ring of Feather Fall and a Crystal key.



turn party members to stone. Their attacks can also poison the party.

DARKMOON MAGI



These wizards are quite powerful and can seriously injure the party with Lightning Bolts and Fireballs. Fight them in a large area where you can dodge their spells and then attack them.

HELL HOUNDS

Not a serious problem, although they do have a flame-breath attack which can prove troublesome for an unprepared party.

SALAMANDERS



These hot-blooded attackers are quite fast and they can be a danger when they attack in large numbers.

MIND FLAYERS

And you thought Beholders were bad. These octopoid nasties possess psychic mind blasts. There is no defence against these and they can paralyse multiple characters. Hopefully you should have two clerics with Remove Paralysis spells standing by. I'm not sure but if you rest they seem to regenerate, so it's best to try and kill as many as possible in one go, and then explore their lair.

DRAN DRAGGORE

This is the head honcho, big cheese, numero uno and boy is he bad! Packed with every spell available along with some serious Burning hands he is deadly in both ranged and melee combat. If you want to see this guy you have to get here for yourself. My advice is to get in there and kick ass while continually moving to dodge his attacks.



EYE OF THE





AZURE TOWER LEVEL 4

(A) The party should have six mirrored shields by now and they are needed to pass into the Labyrinth of the Medusae.
(B) A Tooth key lies here.
(C) A stone dagger lies here.
(D) To exit the room the Medusae must be trapped on the pads to open the door. Hold Monster/Person spells are essential, as they can open doors.
(E) The Hilt of Talon is here.
(F) Note the secret button. A Tooth key is needed at the end of the corridor.
(G) Search everything, who knows what you'll find. The only way out is down the pit.

ILLUSIONARY/ MOVEABLE WALL
STAIRS UP
STAIRS DOWN
DOOR
WALL
TRANSPARENT WALL

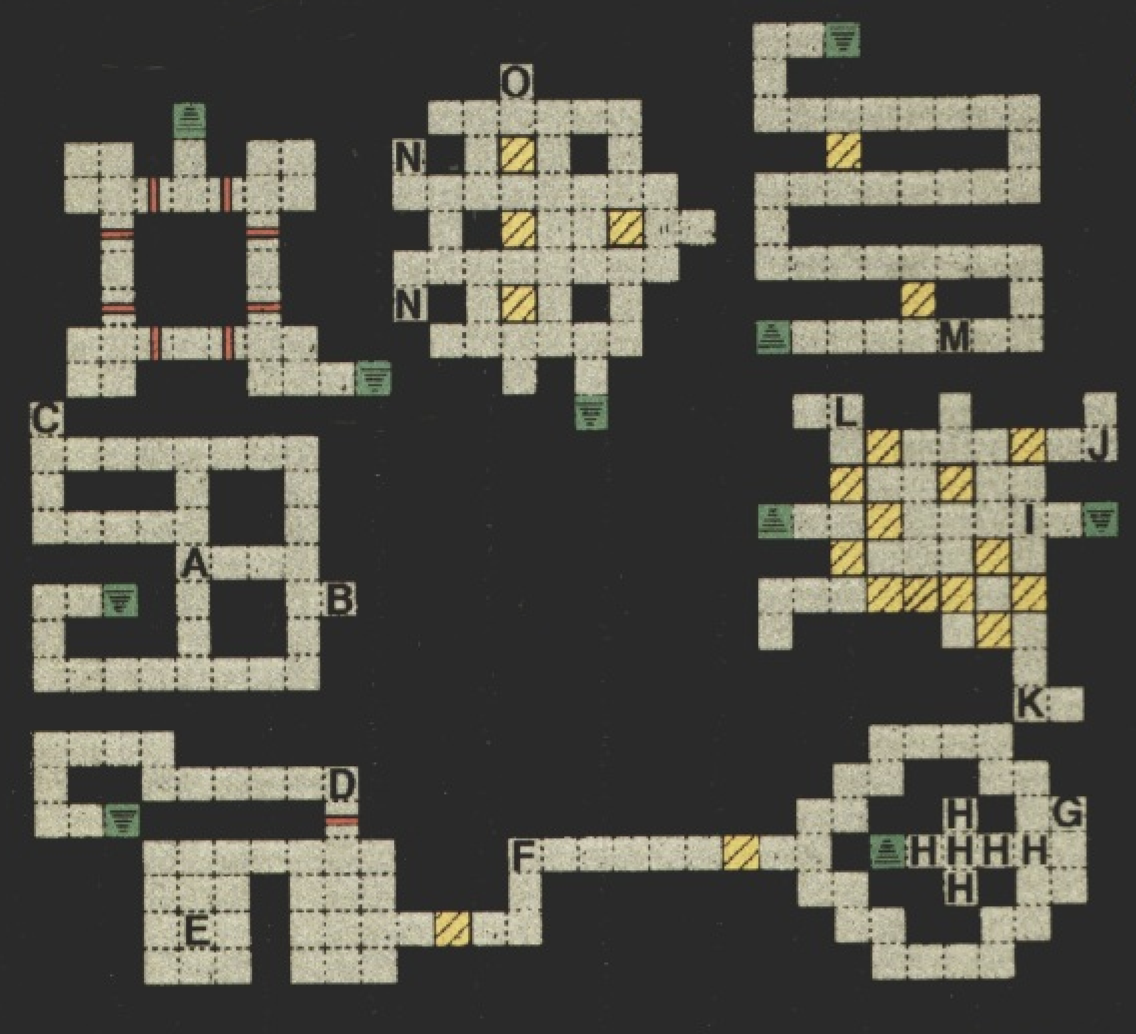
FROST GIANT PRISON LEVEL



Basically this level consists of pitfalls and Frost Giants (Save position often). The pitfalls are very annoying but basically you must learn the pattern and move while they are closed.
(A) Here is the Frost King. He possesses the Tongue of Talon.
(B) Here is a portal that leads to the catacombs. This is the way out of the level.



E BEHOLDER 2



CRIMSON TOWER LEVEL 1

To access this level you must return to the Temple Level 2 and use the Crimson key you should now have in your possession.
(A) There are two teleporters near here and they are deactivated by this switch.
(B) There are two teleporters near here and they are deactivated by this switch.
(C)The niche here converts any item into a Sphere of Fire. A few of these are needed later. The mage around here drops a Crimson ring when slain.
(D) The banner here is worth searching.
(E) Do not put the sticky paper in your hands or you will lose the use of that hand. This is used at location F.
(F) The party will never be able to catch up with the moving rings. The sticky paper found earlier can be used to hold the rings down.
(G) A coin is here.
(H) Within the illusionary lies a fair amount of booty, including +3 Plate Mail, +2 Robe and a coin.
(I) The walls in this place continually move and shift in an apparently random fashion, and is difficult to map. Basically keep trying to reach each corner until all four have been visited.
(J) A Frost Giant is here.
(K) Here you meet up with an old friend.
(L) Here is another Frost Giant.
(M) Watch out for the teleporter here.
(N) The red disks can be used to remove the Walls of Force. To do this they must be aligned in the same direction. Alternatively just use a Disintegrate spell.
(O) Spheres of Fire must be placed in the niches. This then allows the party to reach the next level.

CRIMSON TOWER LEVEL 2

(A) Watch out for Mind Flayers; they nuke your mind quicker than you can say "Jack Daniels".
(B) The crystal ball will reveal many things, unfortunately it can't be taken with you.
(C) The niches require spells of Dispel Magic to produce items.
(D) Here lies a former servant of Dran, and he is not looking too healthy.

SNIP

Our Snip Tips just keep on getting bigger and better. Who needs a load of cut-out cheats and a crap mag when you can have quality with a capital 'Q' and 'UALITY'? Not me, that's for sure and I suspect you feel the same way too so let's, as they say, 'press on'.

BART SIMPSON VS THE SPACE MUTANTS
Kixx

Let's begin with a couple of cheats for the budget re-release of this Simpson offering. To skip levels type EAT MY SHORTS and to obtain infinite lives type the Bart-inspired COWABUNGA. And don't forget those spaces!



HOI
Hollyware

Hooray for Hoi (Staples, Hostel, Pallets, etc, etc, etc - regular readers will know what I'm on about) and hooray for these cheats courtesy of Caroline Spain from Parkstone.

To play the later levels you should do the following: On the levels-access screen, place the LVL mouse pointer in the far bottom right of the green quarter screen (two pixels on the pointer should be hanging over the edge to the right). Click the left mouse button and move the pointer to the extreme top left of the screen (as far as you can go) click the mouse button once again and you'll be able to select any of the first four levels.

TRODDLERS
Storm

Having problems with Storm's excellent puzzler? Then worry no longer as we've got some level codes especially for you (there'll be more next month). Eyes down, look in...

1 **BUILDIT**
2 **NOSWEAT**
3 **PYRAMID**
4 **CLEAROUT**
5 **SPHINX**
6 **QUARTET**
7 **CENTERIN**
8 **REDGEMS**
9 **CROSSED**
10 **SKIPAROUND**
11 **PACKEDUP**
12 **PILLARS**
13 **BZZZZZ**
14 **FIVEROWS**
15 **TIGHTIME**
16 **EASYTONE**
17 **TWOTRIBES**
18 **DONTMIX**
19 **HELPMEOUT**
20 **MEANONES**
21 **NOPROBLEMS**
22 **TREASURES**
23 **STOREROOM**



24 **UPANDDOWN**
25 **TECHNO**
26 **ONEONEONE**
27 **SIXROOMS**
28 **THETOWER**
29 **GOFORHEART**
30 **NEWTHING**



PARASOL STARS
Ocean

If you're still struggling with Bub and Bob's third arcade outing then help is at hand from Stan Evans who lives in Moordown. He suggests that after typing CYNIX during the game you should try one or more of the following:

C **Extra Credits.**
D **Die (!).**
X **Skip to the next level.**
B **Bonus Screen.**
M **Get all three stars.**
T **Go to the final stage.**
G **Kill all nasties.**
1-7 **Skip to that stage.**
F1-F10 **Skip to that level.**

UGH!
Play Byte

A few level codes to get you started on this prehistorik arcade game. More next month

1 **FREISCHTIEL**
2 **SELBSTLAEUFER**
3 **HENNABREGGL**
4 **PFANNEHEISS**
5 **SOICHGOMBASEPP**
6 **PFUNDHACKFLEISCH**
7 **DOGODDERDEIG**
8 **SPAMSPAMBEAN SNSPAM**
9 **SEMPRINI**
10 **PROFRJGUMBY**
11 **CONFESS**
12 **MITTERMEIER**
13 **DIESCHNICKIANGST**
14 **INTERSTINGPEOPLE**
15 **INSURANCESKETCH**
16 **ITSHEARTS**
17 **ARTHURTWOSHEDS**
18 **HAROLDTHESHEEP**
19 **PICASSOONBICYCLE**
20 **SPANISHINQUISITION**
21 **LUIGIVEERCOTTI**
22 **JIMMYBUSSARD**
23 **KENCLEANAIRSYSTEM**
24 **JOHANNEAMBOOLPUTTY**
25 **TRAINSPOTTING**

TIPS



SWITCHBLADE 2
GBH

If you're perplexed by this budget release then perplex no more because there's a cheat which will allow access to the higher levels. Now, if you'll gather round we'll let you know. Right, what you have to do is type LEVELn (where n is the number of the level you want to play) on the title screen. Easy, n'est pas?

ESPANA '92
Ocean

The following tip should enable you to train your athlete so well you'll be going for gold better than Henry Kelly. Put your athlete in training for three hours and then move the date back to the 18th. Change the training time back to one hour and your athlete will be 95 per cent fit before you can say "Please could you repeat that question in my own language to stop giving the British players an unfair advantage".

RISKY WOODS
Electronic Arts

This fantastic hack-'n-slash may be presenting you with a few problems so how about a few cheats, then? Press the following keys for some groovy features:-

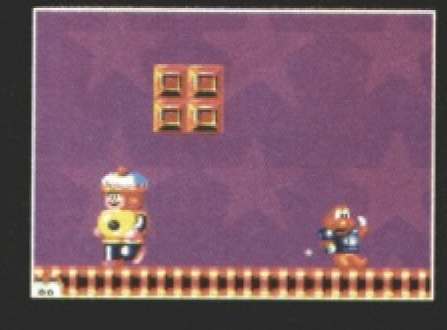
F1 Increases your Lifeforce.
F2 Increases your Cash.
F3 Skip onto the next stage.

STEG THE SLUG
Codemasters

Phew, I bet you've had enough of all this level code laugh, haven't you? Well only one more set to go so let's get on with it...

2 RDNUHCCMGU
3 EDOUTIOCKO
4 HDPFUVLCCM
5 ODQMFUVLCCM
6 MEBHETPIAG
7 LECGLDTRHK
8 NEDGFLDVRL
9 OEFVHAGHLV
10 PEGTTHIGLD





ROBOCOD
Millennium

Here's a cheat for this classic platform game which will be of help to older gamers as well as the gamers who have recently discovered it on compilation. Type LITTLE MERMAID during play and press the following keys for various cheaty effects:-

F Give Robocod some wings.
P Give Robocod the plane.
B Give Robocod the bath.
C Give Robocod the car.
X Go straight to the exit.

(Note: Not all keys will work on every level, sorry.)





GAMES SURGERY

Doctor David Upchurch's patients are increasing by the bucketload. It may be something to do with the Government closing all the hospitals or something but he's not complaining. Oh no, Dr Dave relishes in stress and feels at his peek when rushed off his feet. Of course, this has nothing to do with the performance-related pay he receives - it's amazing how much pop a couple of extra ill people will pay for. Will the first punter, er patient, please step forward...

Dear Doc Upchurch,
I write to you in desperation. This very embarassing rash has appeared in the most unusual place and it seems to have been brought on by not being able to get past the Dragon on the 1st level of Cadaver (ha ha I hear you cry).

Please, please, please let me know how to kill it as I have been unable to show myself in public for three months now.

Yours cross-fingeredly,
Tim Nash, Chatham.

Hmm, people like you slightly worry me. First you've developed the saying-please-thrice disease which most people seem to contract when writing to magazines (it really doesn't matter how polite you are) and also you state that you are mine 'cross-fingeredly'. How did you manage to write the letter, then?

Anyway the solution to your problem is fairly straightforward and you should be right as rain in a few hours. When in the Sitting Room go and search the slot. A token should fall out. You should then drop the Slime Creature (which you found in the Bar) who will go and collect it for you. When he returns, pick him up and search and the Token will fall out. Pick up the token and insert it into the slot. Drop the Slime Creature who will then go and fight the monster for you. Both creatures will die and stop any fireballs that are produced.

Dear Doc,
I am having a nervous breakdown on Midnight Resistance and I can't get any further past a certain point. Have you got any cheats?
Chris Reed, Cornwall.

Precise and to the point, just the way I like it. Yes, is the answer. What you need to do is type ITSEASYWHENYOUKNOWHOW on the title screen. You should now have infinite lives and credits and will be able to use the following keys:-

F1 Normal Rifle
F2 Full Auto
F3 Three Way
F4 Shotgun

Dear Doctor,
I have had Operation Thunderbolt for well over a year now and I can't even reach the high-score table! Pathetic, isn't it? Please could you give me some tips on the game as all the other tips involve getting onto the high-score table.

Yours pathetically,
Lee Sligs. Morpeth,

Ah, I see, the old Thunderbolt condition? I thought that most children we're vaccinated against this at school but you must have escaped the net (or sneaked off because you were scared). Still, help's what I'm here for so let's deal with it.

Hit the following keys in sequence to have the laser sight throughout the game F8, F7, F6, F5, F4, F3, F8 and then either F1 three times for the one-player game or F2 three times for the two-player game. This aid should enable you to progress to the high-score table where you should enter WIGAN NINJA for all sorts of benefits. Oh, and by the way, yes it is pathetic.

Dear Doctor Upchurch,
I recently purchased a second-hand Amiga 500 and with it came The Great Giana Sisters. Unfortunately I'm having a little bother with it and could do with a stiff dose of cheating. Please help me.
Peter Ealy, Penge.

Well, Peter. Unfortunately I'm afraid that you've only got yourself to blame for this little problem. You see, The Great Giana Sisters was a game which was never released due to its remarkable similarity to a well-known plumber-type game and as such the version you have is a nasty little complaint called a 'pirate copy'. The easiest way to cure this problem is by taking a 5ml dose of a medicine called 'formatting-the-disk'.

Dear Doctor Uppers,
Please help me with The Secret of Monkey Island. I know that I have to rescue the prisoner from the jail but I've hunted high and low for the key but I cannot find it anywhere! If you help me I'll be your bestest friend and promise to feed you whiskey whenever you desire.
Phillip Stone, Charminster.

Well, Phil, I'll help you because I'm a bloody great bloke and not because of the whiskey offer at all (I'll see you in the City Pride, central London whenever's convenient). I'm afraid you're on completely the wrong track. You do not need a key at all - you have to dissolve the lock with the highly corrosive Grog. Collect a load of empty mugs from the bar and pour some Grog into one of the mugs and make your way swiftly towards the jail. As the Grog begins to melt each mug, pour it into another mug to stop it from draining away. When you reach the prisioner, USE the Grog on the lock and you should find that you can open the door without any problems.

Dear Doc Upchurch,
I recently picked up the excellent Unreal from a bargain bucket in my local computer store. I'm having a bit of bother with it, though, and would be grateful if you could publish a cheat or something. Please help me otherwise I'll go insane, my old frog chips mug telly chops (oh dear, it's already started).
David Toms, Christchurch.

Ahhhh, quick otherwise it may be too late to save you and you'll end up a gibbering idiot forever. Take it nice and easy and type Zvmo!EG exactly as it is written and you should find the cheat mode is activated. Let me know how you get on.

Dear Great Dr Upchurch,
I was wondering whether you have any cheats for Captain Planet and Xenon 2. I have been playing both these games for a long long time now as they were my first two games. Please could you help me as they are both really annoying me.
Fiaz Farooq. Halifax.

Dear Great Fiaz, you may have noticed that I cured somebody with the Xenon 2 cheat last issue and you'll be pleased to know that he's doing rather well. I'm hoping he'll be weaned off medication shortly and that he'll be able to return home to his wife and kids sometime next month. You know, it's always rather satisfying watching patients recover from... oh, sorry I drifted off slightly there (hic!). Erm, where were we? The cheat for Captain (hic!) Planet is really rather crafty. Load the game as normal and on the Level Selection Screen stick a copy of Captive in the disk drive. Press FIRE and when the (hic!) screen says 'disk error', re-insert the Captain Planet disk and proceed with the cheat active. Swing low, sweet chariot, come for to carry me... No, nurse, I have not been drinking. How dare you accuse me of (hic!) such a th(vom!)...

Sorry everybody, the Doctor's had to rush home to deal with a family problem or something and so the surgery is now closed. If you have an ailment which you think the Doc can deal with when he's sober enough please describe the symptoms and send them to: Dr David Upchurch MD, Games Surgery, THE ONE, Priory Court, 30-32 Farringdon Lane, London, EC1R 3AU. Please don't ring the Doctor up as a paragraph of incoherent drunken abuse is enough to put anyone off of the medical profession.

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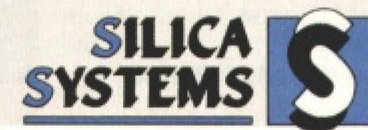
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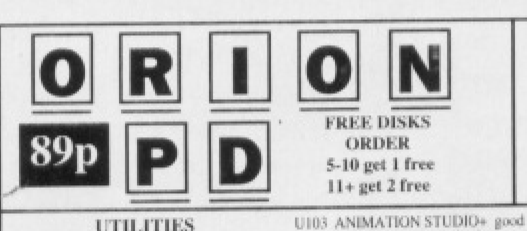
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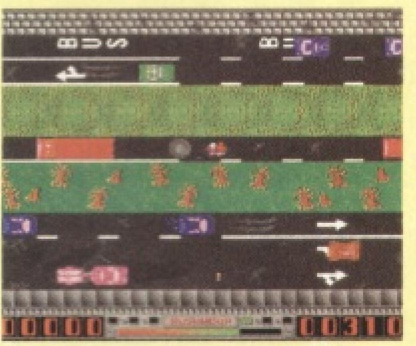
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RUSH HOUR

Fortiss PD, Assassins 34.

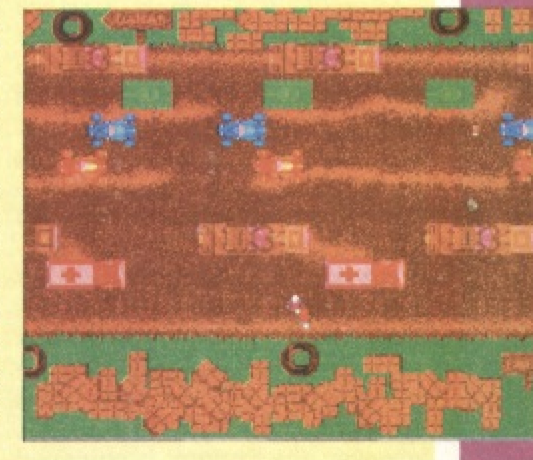
Alright, alright, so Rush Hour's yet another Frogger rip-off. But this one really does deserve your attention, so stifle those yawns of boredom and pay attention. At first glance there don't seem to be that many differences between this and the old coin-op classic - it's essentially the same old story except here you control a tiny little man instead of a cutesy amphibian.



Rush Hour is probably the fastest and consequently the toughest version of the coin-op classic around. And instead of the geezer moving in 'hops', he can be steered around freely with the joystick, so there's lots of hilariously nerve-wracking running-in-and-out-of-the-traffic fun to be had.

But for all it's high-quality playability, the best thing about Rush Hour is its sick, sick, sick humour. For example, there's an old granny stranded on one of the central reservations and, if you manage to help her safely across the road, there's a lovely bonus for the taking. However, evil-minded types (like me, for example) will derive more pleasure from dragging the prune-faced wrinkly into the path of an on-coming truck and seeing her being splatted, all accompanied by a blood-curdling scream. Of course, kids, you should never try this at home...

OVERALL: 76%





Q-BIC

Fortiss PD, Assassins 34.

Hands up those of you who remember Q-bert? Ah, just as I suspected, not many. Many years ago, long before the likes of Mario and Sonic were even a twinkle in a Japanese programmer's eye, Q-bert was bouncing about platforms. His job was to paint all the platforms on-screen a pretty colour while avoiding lethal cascading blobs and - worst of all - the deadly attentions of a slithering snake.

If Q-bert was a bit crafty, however, he could lure the pursuing snake to the platform's edge and, at the last moment, jump onto one of the flying discs that hovered nearby, leaving the stupid snake to jump to its doom off the edge of the screen while our hero was whisked to safety at the top of the screen. Once all the platforms had been completely painted the next level was opened up, which was basically more of the same except that the meanies got meaner and some of the platforms needed two licks of paint to be finished off.

Q-bic is nothing like Q-bert. Ha ha, only joking - of course it is. (The couple of paragraphs above would've been a waste of time otherwise, wouldn't they?) And it's a very good version of it too. Fortunately the programmer has resisted the temptation to tart up the old game with loads of flashy effects and pointless power-ups, leaving all the qualities that made the original Q-bert such a classic clear and untainted, i.e. good old-fashioned playability. If you only get one PD game this month, make sure it's Q-bic.

OVERALL: 86%

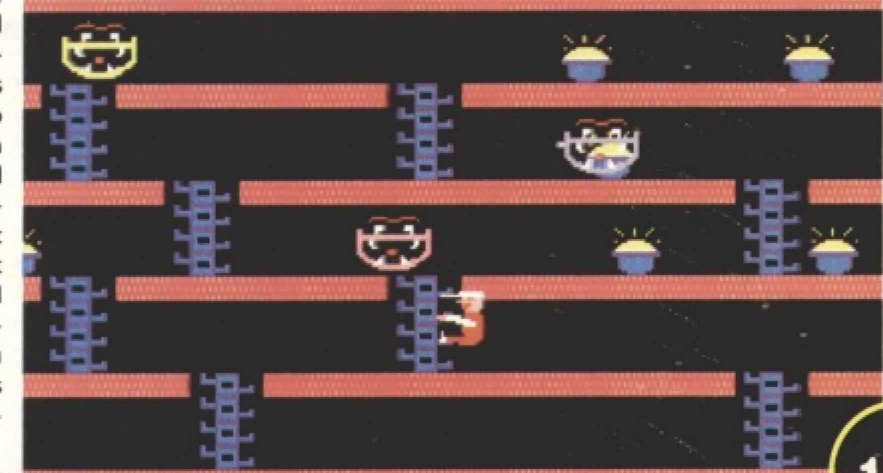
FRANTIC FREDDIE

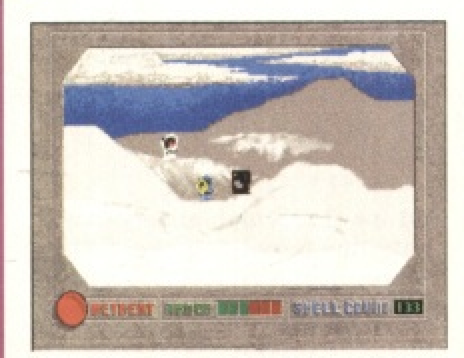
PD Soft, Golden Oldies 3.

From the people who brought you that excellent version of Donkey Kong a couple of months back comes Frantic Freddie, yet another platform game. If anything (and some may find this hard to believe) it's even simpler than Kong. Hero Freddie has to be manoeuvred around the network of platforms and ladders whilst picking up the goodies and avoiding the roving nasties. Not so bad, eh? Ah, but the twist here is that Freddie can't walk through the ladders, so if he's not careful it's very easy for him to get trapped in a dead-end. However, that aside, that's pretty much all there is to say.

It's simple, enjoyable and very fast paced. However, it can get a bit frustrating simply due to the ease with which you can get caught by the ghoulies. (Ahem!) All-in-all, Frantic Freddie's unlikely to keep you glued to your monitor all night long, but it's the sort of game you're likely to load up from time to time just for a quick go.

OVERALL: 63%





INTREPID

PD Soft, disk 2674.

Barren arctic wasters. Evil foreign terrorists. A kidnapped scientist. Short verbless sentences. Makes Intrepid sound quite thrilling, doesn't it? (No - The readers.) Well, if it does then I must be doing a damn good job as a writer because, in actual fact, there's precious little to get excited about here.

Intrepid is a simple strategy game/shoot-'em-up. In the Explorer Vehicle Intrepid, the player has to patrol the snowy plains of the North Pole in the search for an important scientist who has been kidnapped by blood-thirsty and totally unscrupulous terrorists. The area is divided into a grid, with the player's Explorer capable of moving one square at a time. As the player can only see those things (good or bad) that reside in the the squares directly surrounding him, his chances of finding the hostage are slim. Fortunately, however, the Explorer is equipped with long-range probes which can be sent out to explore the distant reaches of the map.

Ideally combat with the terrorist hordes should be avoided. Sadly, however, life being what it is, this isn't always possible and that's when the shoot-'em-up part of the game comes into play. It takes the form of a upmarket shooting gallery, with terrorists popping up from behind ridges and snow drifts who must be shot before they launch rockets at the Explorer.

Intrepid is a nice idea that could've been brilliant if a little more effort had been put into the execution. Although it is mildy interesting to play, the shoot-'em-up sections are too slow and repetitive and the player interface on the strategy bits is too cumbersome for the player to ever get really involved.

OVERALL: 50%

TRAILBLAZER

Fortiss PD, Assassins 34; PD Soft, Golden Oldies 3.

JUMP N' ROLL

Fortiss PD, Assassins 35.

Why didn't Gremlin ever produce a 16-bit version of its C64 classic Trailblazer? It's a bit of a moot point now, really, because those wily PD programmers have come up with not one but two pretty good versions of their own. Basically you control a ball as it rolls along a 3D highway that stretches away into the distance. The highway is made up of assorted coloured tiles, with each colour affecting the ball's performance differently (slowing it down, speeding it up, reversing the controls, making it bounce and so on). There are also bottomless gaps in the highway to contend with, and if the ball falls down one of them then the player loses one of his three 'lives'.

To be honest, I was never that much of a fan of Trailblazer - it was simply too fast and frustrating. You'd just seem to get some exhilarating speed up when - aaiieee! - the ball would fall down an inconveniently placed pit. However, those that did like it loved it and they'd doubtless like these newer versions as well as they play almost identically to the original. Both versions are slickly programmed and very playable (in an annoyingly frustrating Trailblazer-y sort of way).

As to which one you choose... well, it all depends how many people are likely to be playing it. Trailblazer's screen is split horizontally across the middle (like in Lotus), so that one or two people can play at the same time. Unfortunately in one-player mode the play area doesn't expand to fill the full screen, so it can fell a bit cramped. Jump n' Roll, on the other hand, is designed for one player only, so all the screen's in use constantly. Why not get both?



OVERALL:
TRAILBLAZER 82%
JUMP N' ROLL 80%



GHOST SHIP

Fortiss PD, Assassins 37.

A luxury cruise liner, far out at sea, has mysteriously ceased communications. It's last transmission reported a strange UFO-like object floating alongside the bows and then, nothing. The authorities, then send a crack marine trooper to investigate. When he gets there, he finds the ship deserted...

Thus begins Ghost Ship, an arcade adventure created using Domark's 3D Construction Kit. The controls are as standard - move using the joystick and fire/interact using the mouse - and the gameplay is what you'd expect from this sort of game - explore the ship, use any objects you come across sensibly and toggle strange switches to solve puzzles.



Ghost Ship's moderately enjoyable but ultimately a bit slow and primitive. The 3D technology is, inevitably, very dated when compared with the sort of images being thrown about by games such as Epic and the forthcoming Frontier. Still, if this is your sort of thing it's worth a look.

OVERALL: 62%

THESE LIBRARIES ARE JUST THE TICKET!

Thanks to the following PD libraries which sent in stuff for review this month:

- **Fortiss PD**, P.O. Box 2, Earl Shilton, Leicester LE9 8LU. Tel: (0455) 850984.
- **PD Soft**, 1 Bryant Avenue, Southend-On-Sea, Essex SS1 2YD. Tel: (0702) 466933.

COR! Compilations!

THE ASSASSINS (Fortiss PD)
DISK *34*
Rush Hour - Reviewed elsewhere this issue.
Q-Bic - Reviewed elsewhere this issue.
Trailblazer - Reviewed this issue.
Yelp! - With the May issue of The One.

DISK *35*
Poing - Breakout tipped on its side.
Snake Pit - An okay version of Snake
Jump n' Roll - Reviewed this issue.
Cybernetix - From The One (October).

DISK *36*
Wonderland - CarVup-style game.
Sub Attack - From The One (October).
Mother Lode - A fine Loderunner clone.
Tactix - A dull, simplistic puzzle game.
Donkey Kong - Reviewed in October.

DISK *37*
Klaktris - A decent version of Columns, marred by thoughtless game design.
Pod - Slick but boring shoot-'em-up.
Paccer - A not-bad version of Pac Man.
Ghost Ship - Reviewed this issue.

GOLDEN OLDIES 3 (PD Soft)
Donkey Kong - Reviewed in the October issue of The One.
Frantic Freddie - Reviewed this issue.
Trailblazer - Reviewed this issue.
Mad Bomber 2 - Reviewed in May.

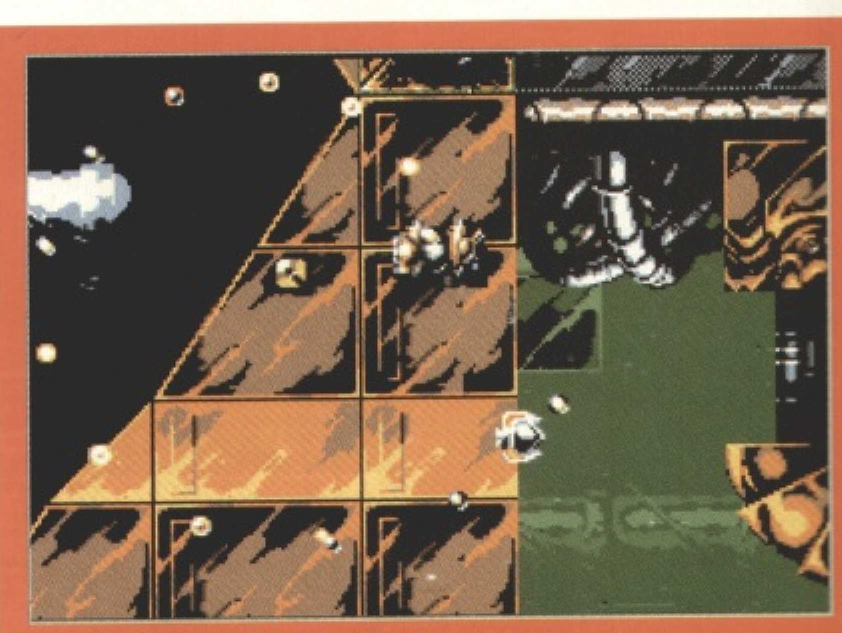


Diary of a Game 5

URIDIUM 2



Will Andrew Braybrook's latest be his greatest? The Amiga sequel to his C64 megablaster is now in its fifth month of development and getting better all the time. Every month in his exclusively-serialised diary, Andrew delivers a blow-by-blow account of how the potentially blockbusting game is coming along. THIS MONTH! The game reaches an important crossroads and there's personal drama to rival any soap opera...



(Above) This is the new dual-playfield version of Uridium 2, which has two layers of background graphics scrolling independently in parallax. The orange plate is the top layer, with the less colourful green plate on the bottom. You can see how the graphics are less colourful, but where this version shines is in the scrolling - duller it may be, but it's jaw-droppingly impressive and console-y once you see it move.



PART FIVE - SEPTEMBER/OCTOBER

Friday 18th September

The Uridium 2 program has now got so massive that in order to develop it further I will have to temporarily chop something out. First thing to go is the sound. Now I remember why I don't normally put that in until near the end of the project. That saves about 150K which keeps things to sensible sizes. Jason can still work on the sound with his sound editor and I can get the sound back by making up a 'live' version of the game if I need to. While I was out yesterday he created some new SFX for me, including two really strange effects that aren't really appropriate to the game but are so good that I want to put them in somewhere.

Got the fighter attack waves to be produced near the player wherever he is, as there's no point in going to all the trouble of producing a great wave of fighters when no-one is looking.

Monday 21st September

In order to squash things down still further to give me as much chip RAM as possible I've separated off the robot sprites as they're not needed most of the time. When inside the ship the robot sprites are swapped in as the enemy ships are swapped out. There's a bit of monkey business going on to keep the assembler happy about which graphics are which and it took most of the day just to get the game working again.

Tuesday 22nd September

I'm sure we fixed that once. The first dreadnought of the first fleet is now almost complete but for adding destructible bits and other features like bunkers and missile silos.

Spent the rest of the time rearranging the memory map in order to be able to load the game into any 1Mb Amiga, not just ones with 1Mb of chip RAM. This task is nearly complete now. With all the preparations being made for loading files from disk, it seemed appropriate to add in the routine that asks for the right disk should it discover the wrong one, or none at all, in the drive.

At this stage I've nearly worked out completely what data gets loaded in, what is always there but in a packed format, and what is always present unpacked. I want to avoid irritating delays where possible so it'll do just the one load from disk to pull in a whole fleet of dreadnoughts. It should also have room enough to cache the first one in memory all the time.

Wednesday 23rd September

Put in a feature to darken down the control panel where it says '1 UP' and '2 UP', so it only lights up when the player in question is in control. This also has to take into account the two-player mode and light both up. I hate games that remove the waiting player's score from the screen - I call that player the bench player. You need to know how both are doing all of the time for comparison, and because the only time you really can take your eyes off what you're doing is when the other player is "on".

Thursday 24th September

Went through the old C64 Uridium flight patterns to familiarise myself with what they do. My new code is much smarter than the C64's so a lot of the patterns are unnecessary. For example, I can vertically reflect a flight plan to get two ships mirroring each other's movement just by specifying upside-down mode. One thing I had missed out though was chaser mode, where an enemy ship tries to line up with the player before squirting Bonios of Doom at him. I want this to be a bit smoother so I'm working on an algorithm to line up behind the player more intelligently. This is not going well at the moment.

Friday 25th September

Cured the last long-term niggle which involved the homing missiles. They have a minimum turning circle and if fired very close to their target they can circle it until they time out. What they need is a contingency plan. First they have to recognise that they are in that situation. This can be identified by keeping track of consecutive moves at full turn. Any turn less than full means that they have successfully lined up with their target. After turning 270° on full lock they fly straight for about six moves before resuming targeting. By this time they are far enough away that they have room to turn and hit the target every time.



(Left) The latest version of the 32-colour Uridium 2 that Andrew has been working on up until now is likely to be scrapped in favour of the new dual-playfield format. Which one do you prefer - super-sexy scrolling or the multicoloured swapshop on offer here?



Tuesday 29th September
Did some end-game-screen designing. Obviously I'm not at liberty to tell you precisely what I've been doing, so I'll just say that I've come up with a new golden palette for the title screen, rather than plain yellow.

Wednesday 30th September
More meanies are the order of the day. Cargo ships that take off from runways, concealed laser towers that spring up and spray doom and disaster before hiding away again and such-like. I'm constructing meany algorithms in our Alien Manoeuvre Program which allows me to make things happen more quickly.

Thursday 1st October
Test-pilots Robert Orchard (the inventor of the name 'Uridium') and Richard Harvey came in to give the game the once-over. Within seconds they had the Manta flying backwards, something that hasn't occurred for months, and I can't reproduce the effect. Users! Bah!

Friday 2nd October
I want to get some shadows on the enemy ships. That's a bit of a hefty overhead but I've thought of a way of persuading the hardware sprite multi-plexor to do the job. Multiplexor's a fancy name for a routine which sorts the objects to be displayed into vertical position sequence and re-uses the hardware sprites to show them, by the way.
Had another juggle about with the robot speeds to make it feel more controllable. Just about anything that can be changed is defined as a variable so that I can change them easily and immediately see the results. It's getting tricky to tune the game now because I'm so used to it. That's why it's good to get outside help from time to time. A stranger to the game can be a lot less subjective about things.

Monday 5th October
It's one of those days where you start thinking "What if...?". What if I did the game in dual-playfield mode? How long will it take to find out? Never tried dual-playfield before. How difficult can it be? Only had a couple of hours at it but I got the bare bones of a system up and running. I copied all the game files to a new directory so I don't wreck any code, and started converting it.

Tuesday 6th October
Carried on with Operation Dual-Playfield. Made an astounding discovery - you don't have to have two playfields of three bitplanes each. You can have one of three bitplanes and one of two. This cuts down on the CPU welly that you lose as you're only displaying five bitplanes, not six. Since I'm already using five bitplanes in 32-colour mode, I won't lose any speed. Any loss I make on keeping two playfields running I make up for by only plotting three bitplanes. So now the question is, which version do I carry on with?

The actual gameplay will be largely unaffected by the choice but the effect on the game is rather drastic, to say the least. The appearance will be completely changed. Anybody who suggests running both methods is likely to be severely damaged as all the graphics would need to be stored in two different formats.

Wednesday 7th October
Graeme from Renegade paid us a visit so I showed him the two versions of the game. When he saw the dual-playfield version I think he was quite impressed as he uttered a number of unprintables! So, how can I remove some of the cons of this mode? Well, following on from the statement running both 32 colours and dual playfield in the same game, how about if all the titles and presentation is in 32 colours and the game is in dual-playfield? That way I keep my plasma and my lovely font.

It took an afternoon of machine crashes to do it, but it's done.

Thursday 8th October
More work getting the dual-playfield version running. It's now all working so all we have to do is decide which version to go with. The CPU use on both versions is about the same, so it doesn't make much difference to me. But can anyone draw sensible graphics in seven colours, of which one must be black?

Friday 9th October
Walking home last night I'd just about talked myself out of doing the dual-playfield version. How about saving that for Uridium 3? I hadn't seen a satisfactory palette to do the job. Two sets of three colours just doesn't give the nice shading and one set of six colours looks like the TV isn't working properly. Just to add a bit of excitement, Phillip the graphics artist has resigned, which should cut down on the arguments a bit, but it leaves a shortfall in the graphics department. Over to Mark Bentley, one of the new recruits, with a last-ditch first task - find me a palette I can live with!

I now have a palette of near-grey shades with a red and an orange for explosions. The greys are neutral enough that they can be mixed with the red and orange, and there are enough similar colours for good shading effects. The backgrounds need massaging but all the sprites converted well with little touching up. One version has to go soon as I can't maintain both forever. It's like juggling three chainsaws at once.

Monday 12th October
Added a new bonus feature, a score-doubler. Needed a new icon for that so I set about drawing a new icon block to put all the bonuses in. The old ones didn't stand out too well.

Tuesday 13th October
Swaying towards dual-playfield mode. Only worked on that today. I've built in some variations in the display, like being able to swap the playfields over so that the three-colour one is on top. I can also free up the second playfield so it doesn't parallax at all. I now have the capability of running a giant meany, almost for free, although it only appears in three colours. How useful that will be remains to be seen.

Also worked on an end-of-dreadnought sequence, where the Manta(e) speed away from the doomed dreadnought before it blows up. Mark has been working on the backgrounds for the dreadnought proper; he tells me he's nearly got enough to go for a test map.

Thursday 16th October
Mark remapped the 32-colour backgrounds into seven colours to create a palette in sympathy with the backgrounds. From a distance you wouldn't spot the difference, and that's without any touching up. The sprites needed reworking to get them looking good in the new palette, which has three red/oranges and only two blues. The explosions should now look even better. Definitely swaying 65%/35% in favour of the dual-playfield version! See what you think from the pictures here.





(Above) Flying the Manta over the vertical strip of flashing lights triggers the landing procedure. Here the ship is caught halfway through its process of transforming into a robot.

(Left) The deadly "toothpaste" lasers in action in the controversial dual-playfield mode.

NEXT MONTH!
What will Andrew do next? Is Dex really Tinsel's illegitimate lovechild? Who shot Brad? All this and much, much more, only in your Number One One

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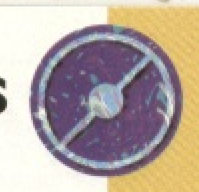
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Previews

Well, this is it. The last month before Christmas and, just as Sun Tzu predicted in his Ancient Art of War, this battle has been won before it is even fought. So, while Streetfighter 2, Lemmings 2 and Desert Strike fight it out for the Xmas Number One spot, the rest of the software industry is busily preparing its wares for the New Year. Recession? Pah! What recession? Let's face it, energy, transport and food we can do without but if there was ever a slump in quality Amiga software, we'd all be finished. Fortunately, there's no sign of such a disaster occuring in the forseeable future - and here's a look at half a dozen of the latest biggies coming your way soon to prove it.

DRAGON'S LAIR III - THE CURSE OF MORDREAD

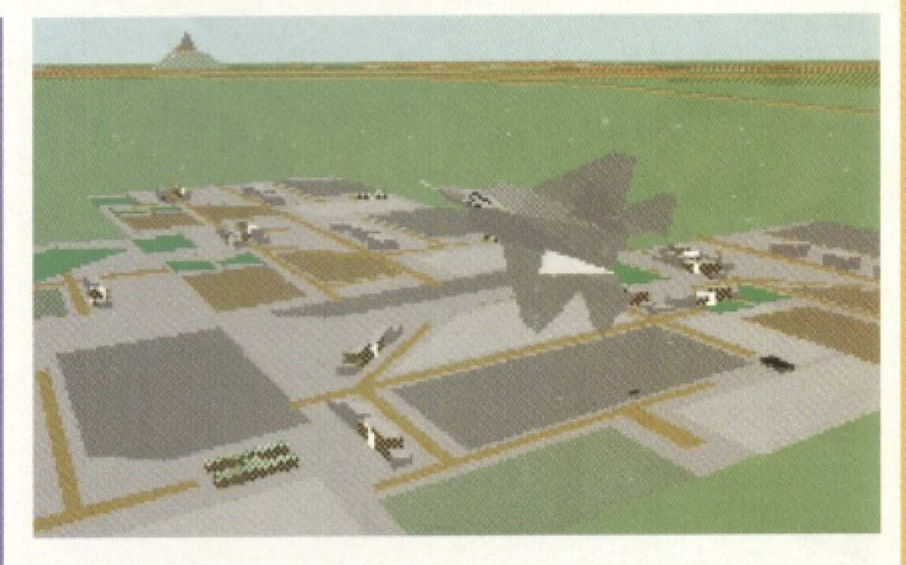
Empire



Watch out! That perennial sword-swishing knight in oh-so-shining armour Dirk the Daring has been brought out for yet another (but not necessarily the last) adventure in the strangely-successful series. Actually, this is the fourth Dragon's Lair game since the original appeared all those years ago - and little seems to have changed. Now devoid of original laserdisk coin-op material to convert, developers ReadySoft have devised another original collection of Don Bluth cartoon-style action scenes for the player to mull over. This time the bumph goes that Mordread, evil sister of Mordroc (who Dirk vanquished in Dragon's Lair II as we recall) has imprisoned Dirk's lovely wife Daphne and the kids in a fit of revenge. Enter a whole new host of enemies (who all seem inspired by Alice in Wonderland), including two Tweedledum and Tweedledee lookalikes, a giant cat and... Ooh, lots of other things.

Sixty scenes and 1500 frames of animation spread across six disks await the player, although how much interaction he'll have with them remains to be seen. The previous Dragon's Lair games have all been heavily criticised for offering muchos graphical thrills, but little in the way of playability. But despite that, and the often astronomical price tags, the games just keep on selling. There's little to suggest that much has changed this time round, but we're keeping an open mind. At least it's nice to see that the price has come down to a more respectable £29.99 this time. Dragon's Lair III is due for release later this month.



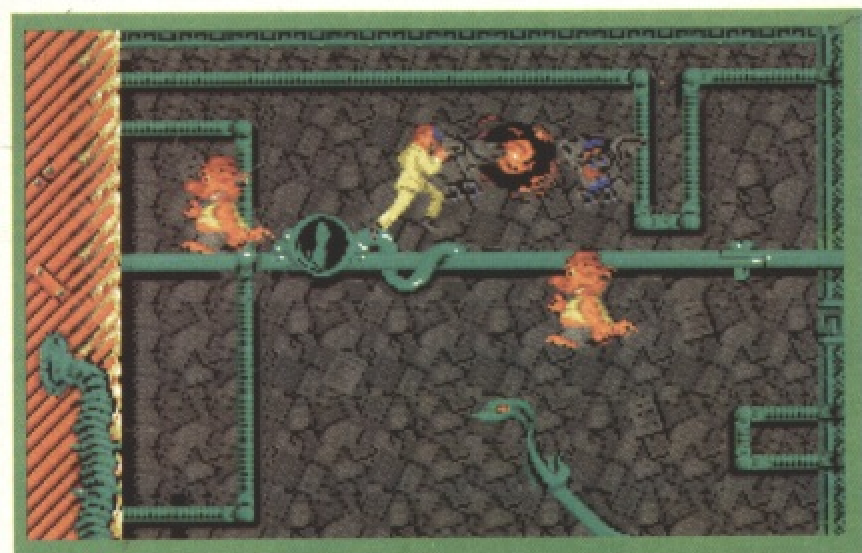


ATAC MicroProse

At last! A flight simulation with a new twist! With the Cold War finally at an end, it's not just the spy-novel writers and Hollywood studios that have have had to find new baddies to target. So, now it's the turn of the South American drug barons, whose powder-pushing evil deeds have finally earned them promotion into the Premier League of Thriller Villains. Set in the near future, ATAC (that's Advanced Tactical Air Command, by the way) has it that the US Government has finally tired of fighting the war against drugs at street level, and so has set up a special team to take out the problem at root level - by striking at the cartels and their plantations in Colombia. The player is put in charge of this squad, comprising 250 undercover agents, four F-22 fighter bombers and two attack helicopters, all operating out of a secret jungle base.

Fancy scenario aside, however, ATAC is essentially a mix of flight simulation and strategy (this sort of thing is currently in vogue on the PC, from which most Amiga sims are converted, so expect a lot more over the coming months), with the player juggling his resources to come up with an effective drug-busting strategy, then taking to the cockpits of the jets and 'copters to indulge in some high-tech blasting of poppy fields and the jet fighters that the barons have put up to stop you. Don't let the strategic bit put you off, though - ATAC is fundamentally a flight combat game, with the strategy section very much playing second fiddle.

Programmed by Argonaut Software (out of Birds of Prey), ATAC has already been a big hit on the PC and the Amiga version could well do the same when it hits the Amiga in January at the eye-opening price of £34.99



COOL WORLD

Ocean

Tie-in trends never die - they just fade away. And with the resurgence of the Hollywood blockbuster after some lean times in Tinseltown, it looks as though we could be in for another wave of licensed product. Ocean is, of course, leading the way in this department, and even though Cool World isn't one of the company's bigger signings, it's certainly throwing a lot of weight behind it.

Cool World the movie is a mixture of live action and animation, and has been described as Roger Rabbit for grown-ups - whatever that may mean. Little's known about the story, except that it's about a comic book artist (Gabriel Byrne) who gets sucked into the cartoon world he creates. Although it has fared reasonably well in the US, Cool World is unlikely to get a cinema showing here, and will probably end up going straight to video early next year.

As for the game, it's a platform/adventure/exploration type thing that, if nothing else, should make a refreshing change from the usual levels-n'-ladders formulae (see this month's Lethal Weapon). Set half in the real world, half in the Cool cartoon World of the title, the game casts the player as the only human character in the game, a member of the local police force, whose job it is to thwart Holli Wood (played by Kim Basinger in the film) who plans to escape into the real world.

Early looks at the game suggest that it's anything but conventional, despite its firm rooting in the arcade adventure genre. The cartoon world is every bit as oddball and unpredictable as you might expect, with the 'doodle' inhabitants making for some very strange graphical effects. You'll be seeing more of Cool World, due out at the end of the year, in The One real soon.





LEEDS UNITED CHAMPIONS!

CDS

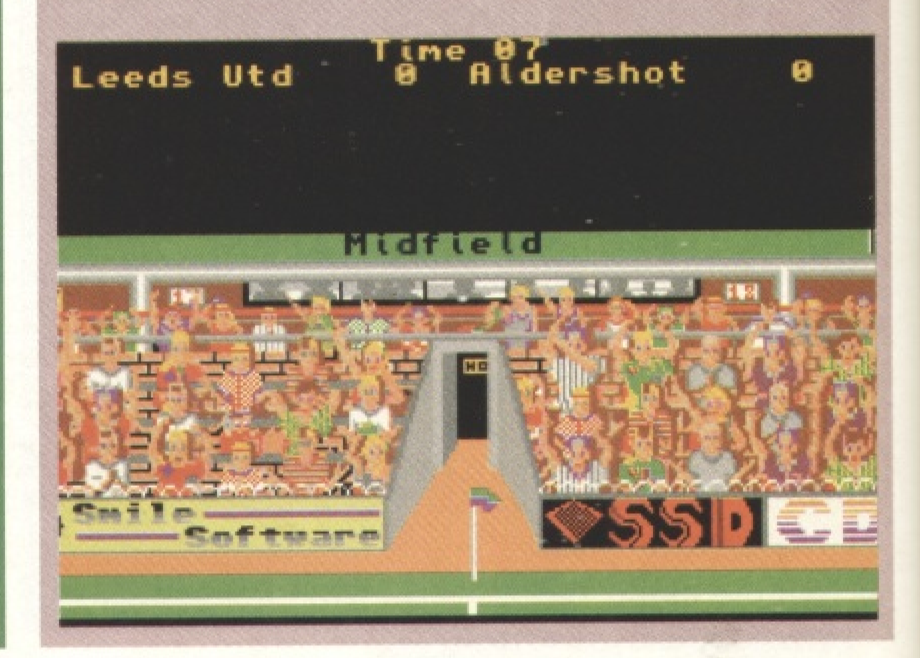
And Leeds and Leeds and Leeds and Leeds... Ah, the classic lyrics to the immortal football song that helped Leeds United to League victory in the First Division last season. Whether or not they can retain the title this year is a matter for the soccer pundits, so we'll leave our outspoken views on Howard Wilkinson's all-white army and concentrate on the official game instead. Following on from the Arsenal and Liverpool licences, Leeds Utd is, unlike those two, a management game with no arcade action. So, as the man in Wilko's shoes, can you take the team to the top and keep them there?

Based in Doncaster, the little-known CDS software is only around the corner from Leeds' Elland Road ground, which is probably handy if they need to pop round and get some tips from Cantona, Batty et al. The game's been programmed by Tony Huggard, who created both the Football Director games, so as both a Leeds and a management game, this one's got a fine pedigree.

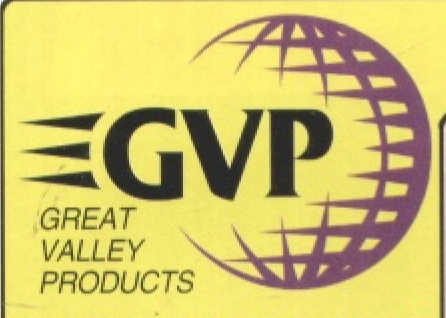


But it's hard data that all you management fans want, so here it is - there are nine trophies to chase, including three European cups and all four home divisions. Team tactics can be devised from a bank of 729 combinations, players trained, bought and dismissed (in the preview version we received, we had a right hoot sacking Lukic just for the hell of it) and matches watched. Unfortunately there's no arcade-style section, interactive or otherwise, for the actual games - as in Domark's Championship Manager, the action is relayed by text messages.

Leeds United Champions! may not be a particularly relevant title for much longer, which is why the game's due out very soon - all you Yorkshire Puddings look out for it



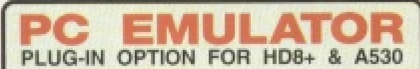
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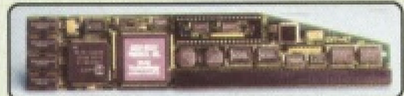
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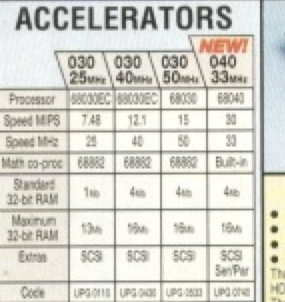
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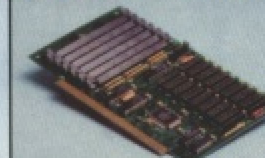


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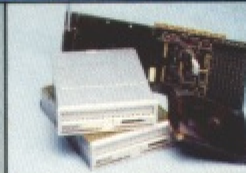


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SUPER CAULDRON

Titus



The software industry may be running out of good ideas, but so long as it means classic game concepts from the good old days of the 8-bit computers being resurrected and updated to fill the gap, this is one magazine that won't be complaining. The latest 80s game to get the 90s treatment is the ancient C64 Palace favourite Cauldron which itself was a spooky Halloween reworking of Defender, replacing the familiar spaceships with a witch and broomstick and all manner of ghoulish enemies. For this 'Super' new version, much of the original gameplay has been retained, mixing shoot-'em-up and arcade adventure elements as the good witch Zmira tries to free the kingdom from darkness and all that.

Played over 20 levels, Super Cauldron probably won't offer anything new in the gameplay stakes (its basic blueprint, after all, is nearly a decade old), but those old enough to have enjoyed and remember the original should be in for a treat here with, as you'd expect, greatly enhanced graphics and sound. An interesting point is that Super Cauldron's arcade adventure aspect, in which Zmira gets off her broom and explores the landscape on foot, has been beefed up considerably - hardly surprising when you consider that the game comes from the people behind The Blues Brothers and Titus the Fox.



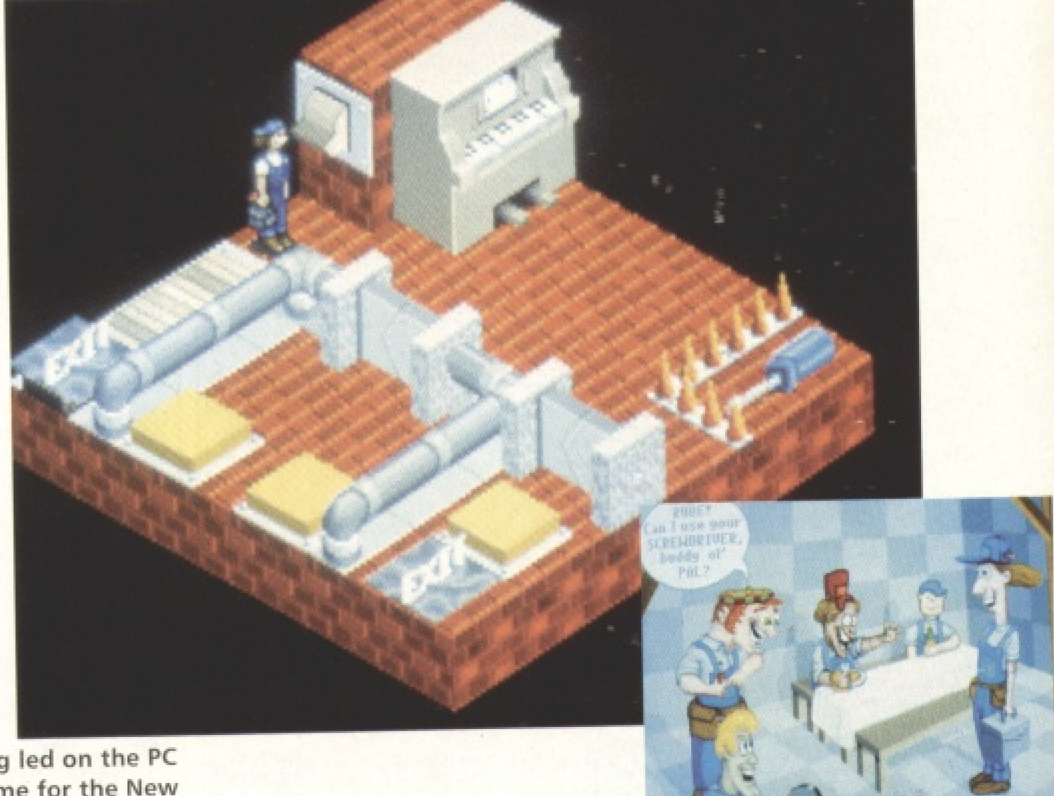
Given the game's spooky scenario, extra weapons and power-ups appear in the form of magical spells (twelve in all) that Zmira obtains by collecting toads. The whole thing may have come just a little too late for Halloween (poor old Simon still hasn't recovered from that Saturday night of spooky TV), but Super Cauldron's still expected to be a biggie. £25.99 is the asking price for the game which is out next month and, of course, will be reviewed next issue.

CONTRAPTIONS

Mindscape

The thrilling isometric adventure D/Generation was undoubtedly one of Mindscape's highlights for 1992. It should therefore come as no surprise that the successful formula is being put to use in a second game from the same American team of developers. This time, though, the techno-thriller storyline and brooding atmosphere has been ditched in favour of a cuter, more comical approach.

In Contraptions the player is Rube, a female maintenance engineer charged with the almighty task of getting a gigantic (and thoroughly defective) machine up and running according to schedule. It sounds simple enough, but with a contraption this size and fraught with so many mechanical perils, working the bugs out of this system is anything but easy.



D/Generation's display and control system has been transplanted fairly directly for use in Contraptions, but beyond that it's a totally different story. Rube's task is to explore the machine and find the pieces of her toolbox that will enable her to repair the faulty areas and open up entrances to new levels and new repair jobs.

As in D/Generation, the general gameplay is a mix of arcade dexterity (avoiding maruading baddies and the like) and rudimentary puzzle-solving - actually, rudimentary is hardly the right word, as if the puzzles in Contraptions are up to the standard of those in D/Generation, we can expect some real brain-strainers. The product's being led on the PC (Boo! Hiss!), but an Amiga version is expected in time for the New Year. Altogther now - Hooray!

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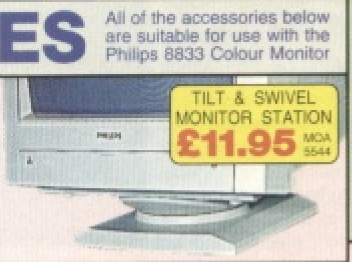
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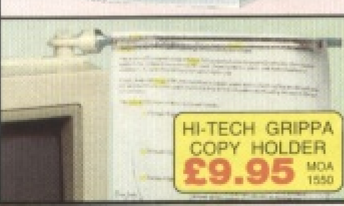


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All of the accessories below are suitable for use with the Philips 8833 Colour Monitor







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You will need a cable to connect the Philips 8833 to your computer. These cables are normally £14.95 each but, if you buy one from Silica at the same time as your new monitor, we will give you a £5 discount so you pay only £9.95 INC VAT. Make sure you order the correct cable for your computer.

CAB 5510 - ST-E STEREO SOUND
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SAVE £5!



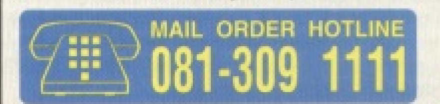
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RECOMMENDED

Welcome to the first of the new all-singing, all-dancing, maxi-size Recommended section. As it's nearly the New Year, we decided to usher out the old (i.e. the drab Games Index) and bring in the new (i.e. this). Here's where you'll find all the games that have been released over the last six months or so that we at The One consider to be essential components of any self-respecting Amiga gamer's software collection. If you haven't got these games, then you don't deserve to have an Amiga. And if you were a fan of the Games Index compos, don't despair... turn to page 129 instead.

The Addams Family

90%

Publisher	Ocean
Issue Reviewed	June 1992
Memory	512K
Price	£25.99



Guide Gomez across tonnes of massive levels in an effort to rescue the rest of his family in one of the finest platform romps to appear on the Amiga so far. Bundles of secret rooms, devious traps and fluid playability make this film tie-in a 'must buy' for all avid fans of the platforming genre.

The Aquatic Games

84%

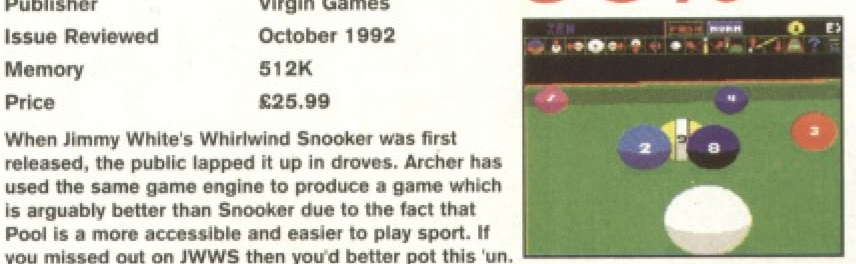
Publisher	Millennium
Issue Reviewed	October 1992
Memory	512K
Price	£25.99

Although this type of 'waggle your sticks' sport game went out with Noah, The Aquatic Games injects new life into the old dog by introducing a number of unusual events. Packed full of cartoony visuals and aided by a bouncy soundtrack, the AG's should entertain most owners with a sense of humour.

Archer Maclean's Pool

90%

Publisher	Virgin Games
Issue Reviewed	October 1992
Memory	512K
Price	£25.99

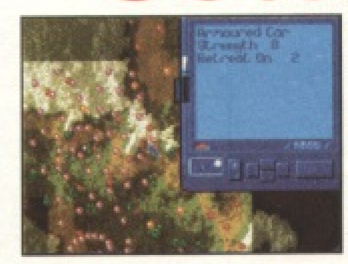


When Jimmy White's Whirlwind Snooker was first released, the public lapped it up in droves. Archer has used the same game engine to produce a game which is arguably better than Snooker due to the fact that Pool is a more accessible and easier to play sport. If you missed out on JWWS then you'd better pot this 'un.

Ashes of Empire

80%

Publisher	Mirage
Issue Reviewed	June 1992
Memory	1Mb
Price	£29.99



From the team that brought you Midwinters 1 and 2 comes this, another 3D strategy game in a very similar style. Supposedly based in a pseudo-Eastern Europe, it's the player's task to bring peace and harmony to the world via trading and the occasional bit of combat. Boasts stunning fractal generated 3D landscapes.

Assassin

92%

Publisher	Team 17
Issue Reviewed	November 1992
Memory	1Mb
Price	£25.99



Assassin is a Strider-based arcade shoot-'em-up which blows the rest of the rest of the feeble attempts clean out of the water. With perfect control, five massive levels, gorgeous graphics, inspiring sonics... Need we go on? Assassin should be in everybody's software collection, now!

Beast 3

90%

Publisher	Psygnosis
Issue Reviewed	September 1992
Memory	1Mb
Price	£29.99



Whilst the first two Beast games were lovely to look at but crappy to play, Beast 3 show exactly how it should have been done. It's still dreamy to watch but underneath the visuals there's a right stonker of a game. The cleverly designed puzzles and frantic non-stop action should keep most entertained for weeks.

Black Crypt

92%

Publisher	Electronic Arts
Issue Reviewed	March 1992
Memory	1Mb
Price	£25.99

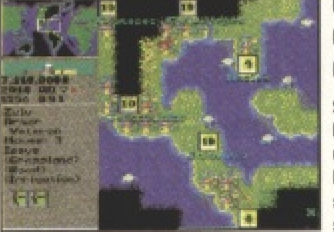


A highly-successful attempt to tap into the market pioneered by Dungeon Master and Eye of the Beholder. Although ostensibly not too different to what's gone before, Black Crypt succeeds because of the intense atmosphere it generates with its effective use of 3D.

Civilization

81%

Publisher	Microprose
Issue Reviewed	August 1992
Memory	1Mb
Price	£29.99



Sid Meier does it again - and you thought he couldn't beat Railroad Tycoon! Your job? Evolve your populace up from the Stone Age to the 20th Century and beyond. The strain of the port from PC to Amiga shows sometimes in the disk accessing, but the involving strategic gameplay more than compensates.

Crazy Cars 3

90%

Publisher	Titus
Issue Reviewed	August 1992
Memory	512K
Price	£25.99



Another series of games where the third proved to be the best of the bunch. Forget the previous two, or most other sprite-based racers - this game is one of the contenders for the racing trophy. It scrolls, plays and moves so well that you'd be a fool to let this one overtake you.

D/Generation

89%

Publisher	Mindscape
Issue Reviewed	July 1992
Memory	512K
Price	£19.99

A throwback to the old days when isometric games ruled the waves, D/Generation hides its storming gameplay underneath some 'alright' graphics. An arcade adventure in its purest form, immensely suspenseful and cheap as well, you should seriously think again if this isn't in your disk box.

Dune

90%

Publisher	Virgin Games
Issue Reviewed	June 1992
Memory	1Mb
Price	£29.99

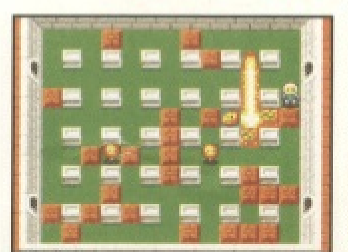


Based on the 'classic' David Lynch movie, in Dune it's your job to harvest the Spice while battling the evil Harkonnens on the surface of the arid desert world Arrakis. Don't be fooled by the graphic adventure-ish graphics - this is a thinking man's game, albeit one blessed with easy accessibility and superb playability.

Dynablaster

87%

Publisher	Ubisoft
Issue Reviewed	March 1992
Memory	512K
Price	£25.99

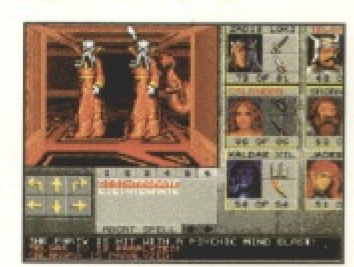


Although the single-player mode may not inspire much praise (it's okay, we suppose), the two-player (or even FIVE player mode) will cost you months once you begin to play it. The most cowardly gameplay tactics are called for (plant a bomb and leggit) will have you cursing even your mum should you challenge her.

Eye of the Beholder 2

87%

Publisher	US Gold
Issue Reviewed	May 1992
Memory	1Mb
Price	£25.99



If 3D role playing adventures are your 'thing' then you can do no better than Beholder 2. Although it doesn't really improve over the original, it's still a huge and awe-inspiring game which will take some time to complete. It's looking slightly dated when compared to the flashy RPGs that are now appearing.

Fire and Ice

92%

Publisher	Renegade
Issue Reviewed	May 1992
Memory	512K
Price	£25.99

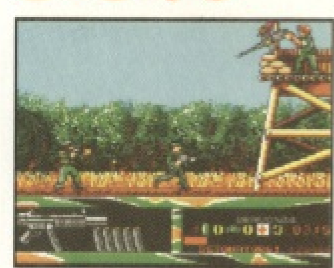


Another superb console-type platform game which shows that the Amiga can do it just as well as those fiddly cartridge machines. Guide Cool Coyote around the many levels in an effort to defeat the evil Wizard in his desert domain. With unique gameplay elements and terrific playability you'll miss this one at your peril.

Fireforce

90%

Publisher	ICE
Issue Reviewed	October 1992
Memory	512K
Price	£25.99

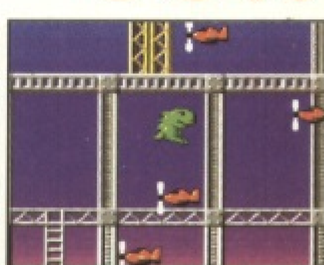


Yet another blast from the past, Fireforce has distinctly Green Beret origins. Who cares where it comes from when the end product is this good? Violence and more violence (with some distinctly realistic throat-slitting) make this horizontally scroller a game which you should hide from your granny.

Hoi

90%

Publisher	Hollyware
Issue Reviewed	August 1992
Memory	512K
Price	£25.99

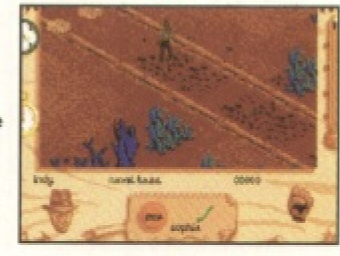


A super-cute platform jobby that constantly astounds, Hoi is a surprise star on the Amiga. Help the 'saur through five bloody huge levels in one of the most smoothly playable games yet. With real gameplay variation this looks set to become a timeless wonder.

Indiana Jones 4 (Arcade)

82%

Publisher	US Gold
Issue Reviewed	May 1992
Memory	1Mb
Price	£25.99

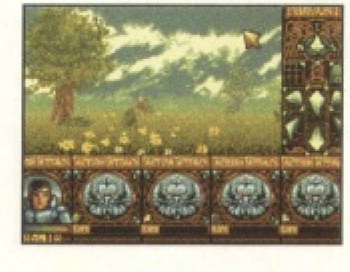


Although Indy hasn't fared too well in the arcade game dept up till now, this isometric-3D arcade adventure more than rectifies the matter. Its blend of puzzles and action is just right (even though the control can be a little fiddly in places) and should keep any fan of The Man with the Hat more than happy.

Ishar

87%

Publisher	Silmarils
Issue Reviewed	£25.99
Memory	512K
Price	£25.99



We may disagree with the Frenchies over trivial little things like Maastricht, but you've got to admit they know how to write damn fine RPGs. Although the first-person 3D system is a bit like every other you've seen (although prettier than most), the excellent plots more than compensate for any sense of deja vu.

Jaguar XJ220

85%

Publisher	Core Design
Issue Reviewed	June 1992
Memory	1Mb
Price	£25.99



It seems like the World and his wife is doing some sort of licensed car racing game these days, but Core's effort manages to pull away from the pack quite elegantly thanks to some impressively-fast 3D and an excellent easy-to-use track designer (which in our estimation is far better than Lotus 3's RECS anyday).

The Legend of Kyrandia

93%

Publisher	Virgin Games
Issue Reviewed	November 1992
Memory	1Mb
Price	£29.99

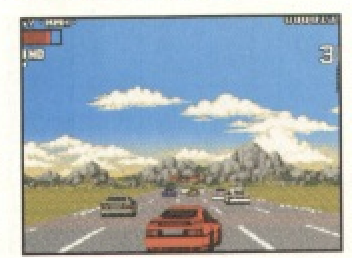


A graphic adventure in the Monkey Island 2 model. As Brandon, your only chance of resuscitating your turned-to-stone Grandad is by defeating the mad jester Malcolm (the best villain to have appeared in an Amiga game yet). Lots of truly gorgeous graphics and an inspired player interface.

Lotus 3

86%

Publisher	Gremlin
Issue Reviewed	October 1992
Memory	512K
Price	£25.99

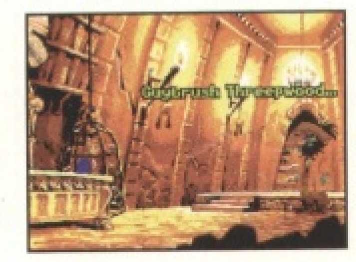


The third Lotus instalment mixes the best of the two previous offerings and ends up with a game which will satisfy all. With laps or circuits, a variety of race conditions and an unusual course designer, Gremlin have produced a real winner. You still can't wreck the Lotuses, though!

Monkey Island 2

94%

Publisher	US Gold
Issue Reviewed	July 1992
Memory	1Mb
Price	£37.99

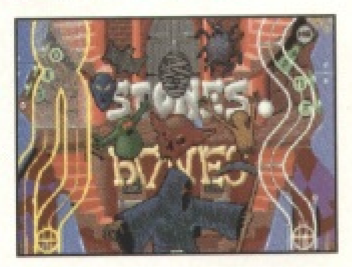


What else is there left to say? The game to end all graphical adventures with genuine humour and gorgeous hand-painted graphics improves in every way over the original (a task in itself). The disk accessing is a trifle too much but the overall package is one of the best you'll ever see on the Amiga.

Pinball Dreams

89%

Publisher	21st Century
Issue Reviewed	April 1992
Memory	512K
Price	£25.99

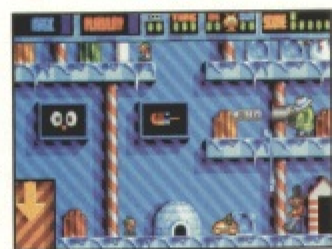


Arguably the best of the Pinball duo, Dreams is a masterpiece in programming. The ball movement is so real that you'll be soon wondering why anybody bothers to play the real thing. Four tables may not sound like much but in a game with no 'end' there is endless amounts of game-time to be found here.

Putty

87%

Publisher	System 3
Issue Reviewed	October 1992
Memory	1Mb
Price	£25.99



A high-flyer in the charts - and deservedly so. Putty is one of the most original games, let alone platform games, to have appeared in a long time. As a tiny little blue blob, the player has to slip, stretch and absorb his way around umpteen gaudy levels, rescuing robots from an evil wizard's minions. Try it - you'll like it!

Risky Woods

84%

Publisher	Electronic Arts
Issue Reviewed	July 1992
Memory	512K
Price	£25.99



Hey, there are these woods, right, and - they're risky! (Thanks in the main to the legions of the Undead that roam its moonlight-dappled pathways). Yup, we're in horizontal-scrolling slash-'em-up territory here and not a bad one at that, although the scrolling is a touch 'jittery' in places.

Shadowlands

93%

Publisher	Domark
Issue Reviewed	March 1992
Memory	1Mb
Price	£25.99



The first game to use the stunning Photoscape graphics system, where lights actually illuminate the surrounding area correctly, Shadowlands is a fantasy RPG in the Dungeon Master mould, except here the four party members are viewed from a 'corner of the room' isometric-3D angle.

Lure of the Temptress

90%

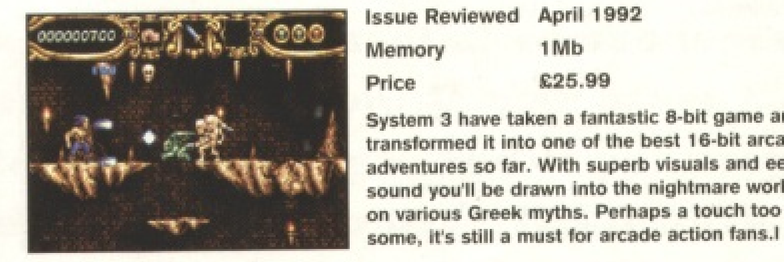
Publisher	Virgin Games
Issue Reviewed	July 1992
Memory	1Mb
Price	£25.99

An impressive debut by Revolution, an English based programming team, Lure improves over the standard graphical adventure by way of its real character interaction. The non-playing characters all go about their own business, chatting to to each other and the like, making this the closest game to real life yet.

Myth

93%

Publisher	System 3
Issue Reviewed	April 1992
Memory	1Mb
Price	£25.99



System 3 have taken a fantastic 8-bit game and transformed it into one of the best 16-bit arcade adventures so far. With superb visuals and eerie sound you'll be drawn into the nightmare worlds based on various Greek myths. Perhaps a touch too linear for some, it's still a must for arcade action fans.l

Project-X

90%

Publisher	Team 17
Issue Reviewed	May 1992
Memory	1Mb
Price	£25.99



Perhaps THE best shoot-'em-up to appear on any home computer, Project-X is superb in every way. Arcade quality graphics, amazing speech samples, fifty frames per second scrolling all add up to make it a blaster's dream. It may be a little too hard for the wimps among us, but don't let that deter you.

Red Zone

87%

Publisher	_Psygnosis
Issue Reviewed	August 1992
Memory	1Mb
Price	£25.99



The biggest problem that players have had with 3D-polygon bike games so far is that the control method is normally so terrible. Red Zone control is better than most, although it still takes a while to get used to. Fast and frequently exhilirating, it was the best bike game around... until No Second Prize appeared.

Sensible Soccer

93%

Publisher	Renegade
Issue Reviewed	June 1992
Memory	512K
Price	£25.99



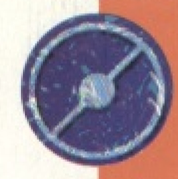
Here at The One we don't care what you OR your mates say - Sensisoccer kicks seven bells out of Kick Off 2. Admittedly the goalies are a bit, erm, 'weird' at times, but that's a small price to pay for instinctive control and out-and-out addictiveness. (Don't believe us? Well, you try stopping our designers playing it!)

Shadoworlds

88%

Publisher	Krisalis
Issue Reviewed	November 1992
Memory	1Mb
Price	£25.99

From the same boys who brought you Shadowlands, Shadoworlds re-employs the Photoscape system to good effect in this Aliens-inspired RPG. The accent's more on action here than the puzzle-orientated Shadowlands and arguably suffers for it - shooting monsters in half-darkness can get annoying at times.



Space Crusade

89%

Publisher	Gremlin
Issue Reviewed	April 1992
Memory	512K
Price	£25.99

Space Crusade is actually one board game that deserved to be computerised. It removes all the fiddly moving plastic figures about business that made the cardboard version a chore to play. The isometric combat sections add to the already tense atmosphere and make this game a highly enjoyable experience.



Titus the Fox

87%

Publisher	Titus
Issue Reviewed	April 1992
Memory	512K
Price	£25.99

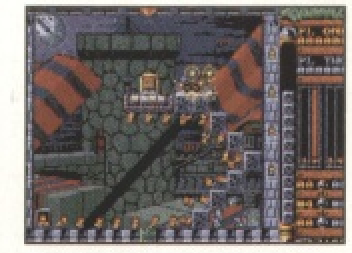
Another platform game with Sonic overtones that certainly hits the mark, Titus is a huge and original game with some unique features (the Magic Carpet in particular). Extremely fast and furious, although the size of the levels is offset by the occasional paucity of baddies actually patrolling them.

Troddlers

85%

Publisher	Storm
Issue Reviewed	October 1992
Memory	512K
Price	£25.99

A puzzle game which is firmly Lemmings influenced, Troddlers adds to the DMA classic by introducing a number of different level objectives. If anything it owes a little more to Solomen's Key than Lemmings with its emphasis on block manipulation as a means to guiding the Troddlers to the level exit.



Ultima VI

91%

Publisher	Origin
Issue Reviewed	June 1992
Memory	1Mb
Price	£31.99

The latest (and possibly the last, on Amiga at least) in the long line of quality RPGs, Ultima VI is by far the best of the series, boasting attractive if diminutive graphics, incredibly involved plotlines and buckets of atmosphere. Not everybody's cup of tea but an impressive farewell (?) to say the least.

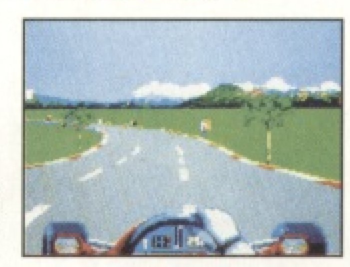


Vroom

89%

Publisher	Lankhor
Issue Reviewed	April 1992
Memory	512K
Price	£19.99

Sadly overlooked in the hoo-har over F1GP, Vroom (which came out a little earlier than the MicroProse game) is an exciting polygon-based racer that makes up for what it lacks in depth with a nifty turn of speed and huge fun factor. And a nice touch is you can even see your hands turning the steering wheel for once.



Wing Commander

87%

Publisher	Origin
Issue Reviewed	November 1992
Memory	1Mb
Price	£29.99

It's the PC-to-Amiga conversion no-one thought we'd ever see, but here it is and it's not half bad. It's got everything the PC version had and is thus just as impressive. Although the 3D can be sluggish at times, the superb feeling of actually taking part in a big space campaign pulls you through the occasional lulls.

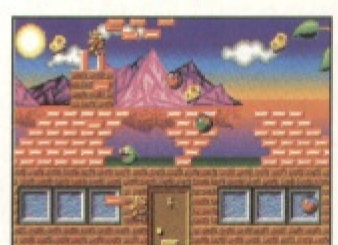


Wizkid

92%

Publisher	Ocean
Issue Reviewed	June 1992
Memory	512K
Price	£25.99

Without a doubt the best game that Ocean has released in a long while, Wizkid also happens to be its most original (all thanks to those crazy funsters at Sensible Software). On the surface it looks like a simple Breakout-inspired arcade game, but there is in fact a wacky arcade adventure lurking beneath. Fun!



Zool

87%



Publisher	Gremlin
Issue Reviewed	October 1992
Memory	1Mb
Price	£25.99

Gremlin certainly cooked up a character to rival even Mario and Sonic in this 'tribute' to the sad consoles. Fast, furious and manic in every way, Zool is a statement to industry that the Amiga can perform as well as the plastic slabs - and better! There's nothing like Zool to impress your mates.

COMPETITION

The Games Index may be dead and buried but the competition lives on, except now it's called the Recommended Compo (of course). As before, there are ten copies of some absolutely mind-blowing software just begging to be given away to ten readers who can work out the answer to the following brain teaser...

What is the AVERAGE mark of all the games we've Recommended this month, rounded up to the nearest whole number?

Answers, as the cliché goes, on a postcard or back of a sealed envelope to the following address: Recommended Compo 1, THE ONE, Priory Court, 30-32 Farringdon Lane, London EC1R 3AU. And remember to be snappy with your entries, as it's the first ten we receive which'll win a software prize! Good luck!

NEXT MONTH

HO! HO! HO!

Can you believe that it's nearly Christmas again? Actually, here at The One, we can because we know what's going to be in the next issue and - by crikey! - it's got to be the best present you'll be getting this year. Just cast your eyes over this little lot...

• A SPECIAL CHRISTMAS GIFT!

Yes, it's true, we've got a little something up our sleeves that'll keep you chuckling all the way through the festive season, right into the New Year and probably onto the Christmas after!

• THE MAGNIFICENT SEVEN RIDE AGAIN!

There's been some exciting developments on the Amiga scene in the last few months, what with the appearance of the A1200 and the A570 CD-ROM drive. So, once again we take seven self-opinionated programmer-types, ply them with loads of free booze to further loosen their already-willing tongues, set the tape recorder rolling at arm's length and stand well back. And remember - do not return to a programmer once lit. (Wrong month - Ed.)

• THAT WAS THE YEAR THAT WAS!

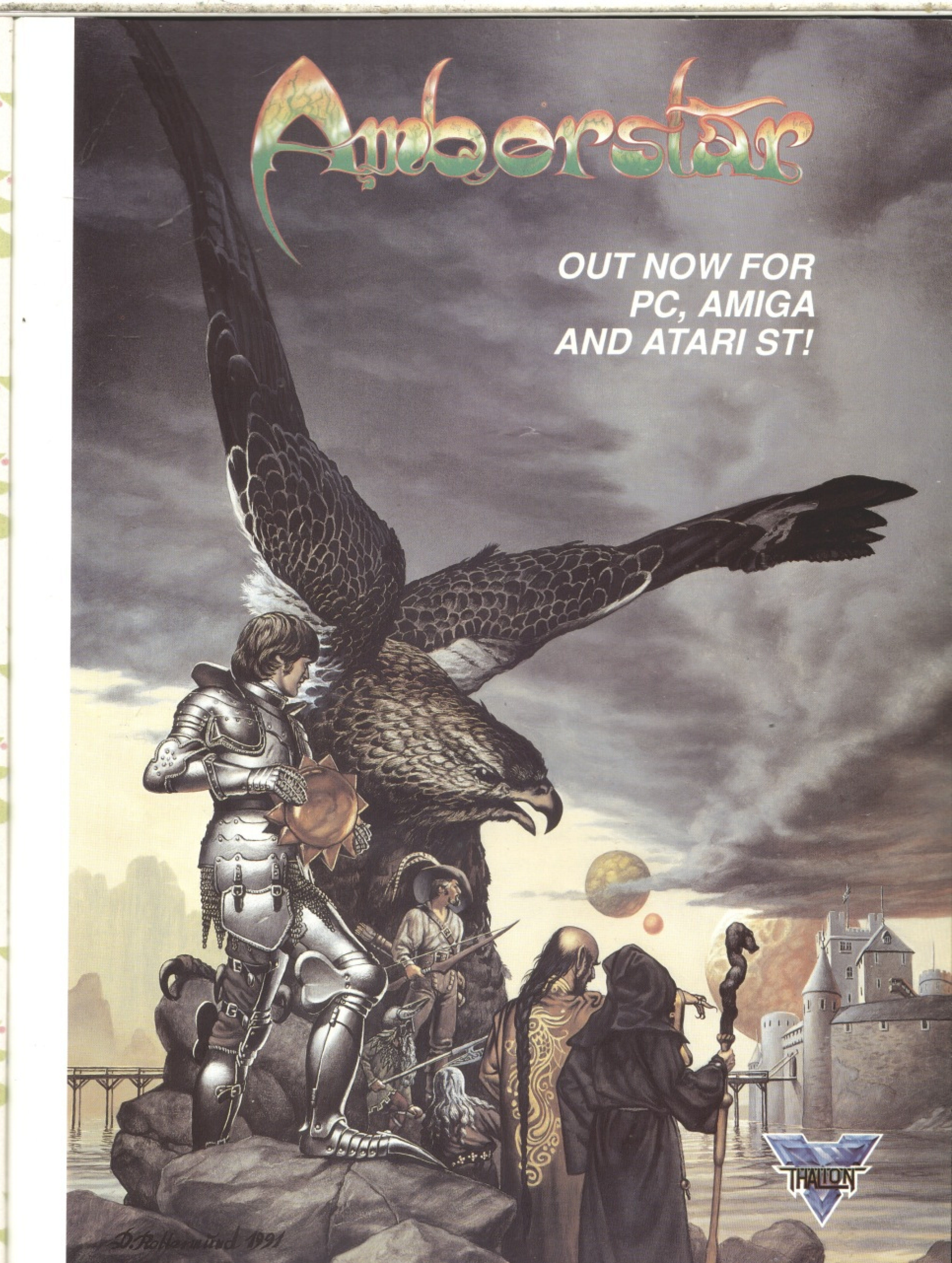
The One team take a step back and and review what happened on the Amiga games 'scene' over the last twelve months. All the major software companies will be quaking in their festive boots as we hold a special games ceremony to rival the Hollywood Oscars in which we award gongs to the goodies and brickbats to the baddies.

• CHRISTMAS REVIEWS BONANZA!

Street Fighter 2, Desert Strike, The Chaos Engine and Gunship 2000 are just a few of the definites up for review next month, and there will be plenty more besides. So don't stuff your list to Santa up the chimney until you've seen our definitive low-downs! After all, you know The One to trust.

THE ONE

January Issue on sale December 21st
It's like Christmas coming four days early


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